

The Commodore Sale's Latest Results!

Amazing COMPUTING™ AMIGA®

Your Original AMIGA® Monthly Resource

For The Commodore

Volume 10 No. 5 May 1995
US \$3.95 Canada \$4.95

- NAB '95
- Transporter 2.0
- Two Genie Tool tutorials
- Color Correction: Pixel Transformations
- Postscript fonts without CG conversion and more!

Bit Movie '94



Design

- extensive formatting options
- all supported font formats allowed, including new vector fonts
- no color restrictions
- various cell frames, including 3D-option
- freely adjustable row width and column height
- more than 40 different number, time, and date formats

Functions

- more than 100 functions covering mathematical and financial needs
- intuitive input via mouse

Diagrams

- all common chart types supported (bar, histogram, line, pie)
- footer and header in any admitted character set
- various filling patterns and colors
- optional display of legend and axis labeling
- output as IFF file or graphic printout

Macros/ARexx

- macro language with more than 120 instructions including conditional branching, loop constructions, user requests and embedding of external routines
- ARexx port with mutual ARexx and macro instructions
- automatic macro recording and tracing mode for easier routine debugging
- free menu definition

Printout

- output in built-in printer font (draft mode) or as freely scalable graphic with all enhanced formatings like font style, frames, cell grid etc...(requires OS2.0 or higher)

Database

- integrated database with numerous data definition and retrieval options: search, copy and delete operations according to user defined criteria

Control Options

- full mouse or keyboard control
- toolbar with icon shortcuts
- completely english version including 200 page manual

Technical Characteristics

- sheet size limited only by available memory
- no restrictions in sheet or window quantity
- import of foreign formats supported (MS Excel, Professional Calc, CSV/ASCII format)
- OS2.0 user interface look and feel
- freely adjustable screen mode and font selection
- all new screen modes of OS2.0 supported
- fast, due to being written 100% in assembler code

Required Hardware

- Commodore Amiga
- Kickstart 1.2/1.3, 2.0, 2.1, 3.0, 3.1
- 512Kb main memory (1Mb or more recommended)
- supports all common printers

GURU-ROM V6

Stefan Ossowski's Schatztruhe and Ralph Babel, author of the well-known »Amiga Guru Book« and long-standing former system software developer for GVP, the American company known for its high-quality hardware products, present:

Guru-ROM Version 6

The final update for all GVP SCSI host adapters!

Years of experience, technical know-how, and competence from the world's best Amiga software and hardware engineers are condensed in this penultimate product. It makes it possible for the user to productively and comfortably use SCSI, without sacrificing performance, risk of incompatibility, or waste of resources. Together with exhaustive documentation, the »Guru- ROM« enhances each Series-II host adapter in many decisive and for the serious user essential features:

Universal: a SCSI driver without compromise for all Series-II host adapters and all »Combo« and »G-Force« accelerator cards for the Amiga 4000, 3000, 2000, 1200, and 500. This ROM module, which has been considerably extended in its code and feature set, replaces all previously distributed driver ROMs.

Fast: unparalleled transfer rates of up to 3.5 MB/s raw (Zorro-II limit), 3.1 MB/s measured with »SCSISpeed«.

2.4 MB/s measured with »DiskSpeed« - even on a stock 7-MHz 68000-based Amiga! All the while, the CPU typically retains 80% free processing time. Always maximum performance through the automatic selection of the currently optimal transfer mode (DMA, buffered DMA, PIO).

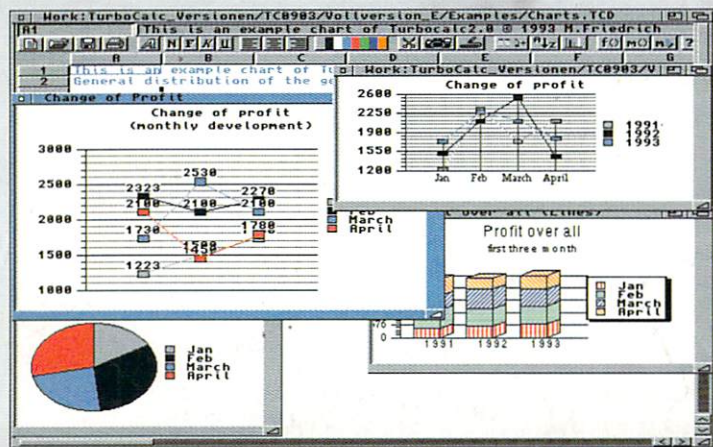
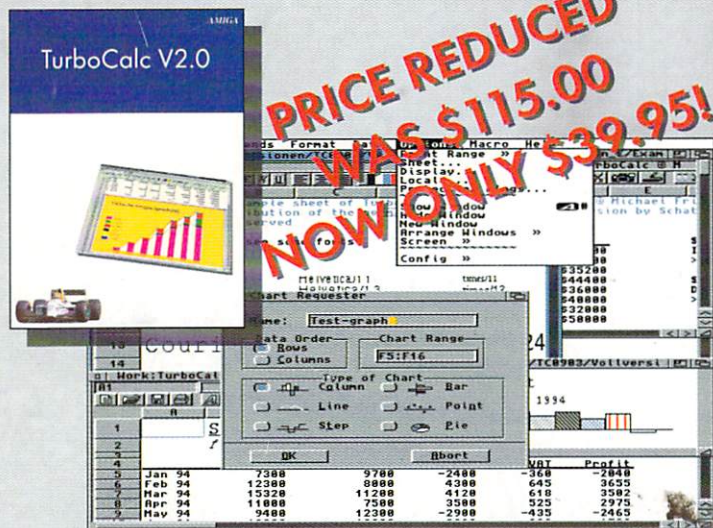
Multifaceted: supports all device types defined in the SCSI standard, such as hard disks, CD-ROM drives, streamers, scanners, and magneto-optical devices.

Compatible: complete support for the RDB standard resulting in trouble-free autoboot, automount, and the exchange of devices and media between two computers from Amiga OS 1.3 through 3.1.

Flexible: disconnect/reselect, synchronous transfers, and parity checking can be enabled separately for each device (even for devices without an RDB). Also complete write-protection (useful for kiosk applications and for virus protection) is possible.

Intelligent: maximum compatibility with nearly all hardware and software through special handling of all known firmware bugs of the most popular SCSI devices and DMA hardware bugs in the A3000 and A4000, workarounds for internal errors in the WD SCSI chip, as well as special modifications to account for defective application software.

Upward-compatible: completely compatible both to the SCSI-2 as well as to the SCSI-1 standard, thereby providing the broadest support for all devices on the market including those still to come.



Amazing For The Commodore AMIGA COMPUTING™



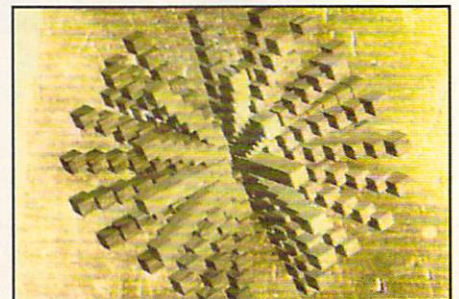
Bit Movie '94, p.28



Digital Image Special FX, p.20



N.A.B. show report, p.16



Two Genie tool Tutorials, p.34

CONTENTS

10 NEW PRODUCTS and other neat stuff

Use a VCR to Back-up your hard drive, check out a new series of CD-ROMS and more.

16 NAB '95

The DraCo Amiga emulator, NewTek's Toaster for Windows NT, Trinity from PLAY Inc., and several new tower cases for 4000 owners highlighted the National Association of Broadcasters this year in Las Vegas.

20 Digital Image Special FX

by William Frawley

Color correction 1.02: Advanced 1-To-1 pixel transformations.

26 Transporter 2.0

by R. Shamms Mortier

Move single frame or compressed animation files to video with a single frame controller.

28 Bit Movie '94

The Amiga was easily the platform most often used by winning entries and the art displayed here is some of the best in each category.

34 Two Genie Tool Tutorials

by R. Shamms Mortier

A PInstance tutorial example and an FFDeform and Bones example.

38 Using Postscript fonts with Professional Page

by Douglas Nakakihara

A tutorial on the use of Postscript Fonts in Professional Page without the use of the CG-conversion program.

42 On Line

by Rob Hays

This month we take a look at some programs on the nets that should help keep your Amiga hopping. Database programs, utilities that automate your Amiga activities, and an *Amazing* reference and more!

44 Inside ARexx

by Merrill Callaway

This month's program is a handy and ingenious ARexx macro for Directory Opus that allows you to view the contents of LHA or LZH compressed archives and select which files/directories you want to decompress.

58 Alien Breed Tower Assault

by Jason D'Aprile

The third and final game of the over-head shooter Alien Breed series is not only easily the best Breed yet, but proof that the Amiga can still provide a heart-pounding, diehard arcade gaming experience.

59 Rise of the Robots

by Jason D'Aprile

It seems to never fail that the games that get hyped the most are usually the most disappointing. Rise of the Robots on CD-32 is a perfect example. Read what this author has to say.

60 Fred Fish Disks 1041-1060

An Amiga specific E compiler, DiskSpare 3.0, SuperDuper 3.13, a great Chess game, and more from the Fred Fish Library.

64 The Commodore Auction

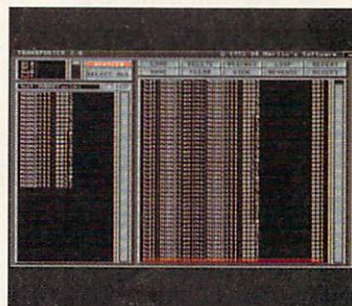
April 20th is the date, but as this issue goes to press, no one knows what will happen. Check out the After-Press story on page 64. If there was a sale, we will have it, if there was not a sale, we will have the best new information available.

Departments

Editorial6

Feedback.....50

List of Advertisers56



Transporter 2.0, p.26



New Products, p.10



Alien Breed Tower Assault, p.58

Rise of the Robots, p.59



800-556-1562

FAX: (402) 556-6160

6057 Maple Street - Omaha, NE 68104

Mon.-
Sat.
10am-6pm
(Central Time)



HIGHFLYER

Integrated Expansion Chassis for the A4000
Add more slots, drive bays, and power to your
4000 without sacrificing valuable desk space!
Perfect for Flyer users!!

Highflyer Unit \$349
w/250W Power Supply \$439

CSA 68030 MMU Accelerators

50mhz w/SCSI Interface (A1200) \$539
LC'030 33mhz w/SCSI (A1200) \$419
25mhz (A500/A2000) \$319
33mhz (A500/A2000) \$409
50mhz CPU/882 (A500/A2000) \$629
50mhz CPU/882 (upgrades A2630) \$479
(Other configurations available...please call)

Fargo Printers

Fargo Primera \$739.95
Fargo Primera Pro \$1349.95
T-Shirt Transfers (10) \$16.95
Premium Paper (200) \$19.95
...you need it, we'll supply it!

Educational

Foreign Languages from \$27.95
(Many Varieties!)
5 Geography Games \$59.95
2 History Games \$34.95
5 College Board Prep
Study Guides \$59.95
3 Vocabulary Games \$44.95
...and others from \$14.95!

Word/Data Processing

Final Writer rel. 3 \$108.95
WordsWorth 3.1 \$138.95
Final Data \$59.95
DataStore \$98.95

Graphics & Sound

Deluxe Paint V \$129.95
Image FX 2.0 \$244.95
AD Pro 2.5 \$148.95
MegaLoSound \$49.95
Pyramid MIDI Interface \$42.95
Vidi RT 12 framegrabber \$249.95
Retina 2.3 Upgrade \$22.95

Telecommunications

14.4 Fax/Modem \$129.95
Termite \$35.95
GP Fax Universal \$58.95
...and others!

Cables

6' Printer Cable \$2.99
6' Serial Cable \$4.99
ParNet Cable \$24.95
Null Modem Serial Cable \$19.95
AB Data Switch \$12.95
Custom Cables Available!

Misc. Hardware, etc.

MegaMouse \$24.95
EMPLANT Deluxe \$339.95
E586DX Upgrade \$84.95
VLAB Motion \$1,449.95
PAR Card (Amiga) \$1,499.95
PhonePak VFX 2.0 \$219.95
50 3.5" DD Disks \$16.95
50 3.5" HD Disks \$21.95
Squirrel PCMCIA SCSI \$98.95
DataFlyer 500 IDE \$149.95
DataFlyer 500 SCSI \$159.95
DataFlyer SCSI+/1200 \$89.95
DataFlyer SCSI+/4000 \$99.95

All prices shown reflect a 2% discount for cash purchases.
15% restocking fee will be levied on returned non-
defective items. Not responsible for typographical errors.
Availability and prices are subject to change.
We are always looking for good, new software to
distribute commercially. If you have written a commercial-
grade software program, you may submit it to Amicom
Technology, 6057 Maple St., Omaha, NE 68104 along
with a cover letter requesting a review. Enclose a SASE if
you wish the software to be returned to you.
We carry a large supply of used software and
hardware! If you are looking for low priced
hardware/software, CALL!

Circle 102 on Reader Service card.

Amazing AMIGA

Amazing Computing For The Commodore AMIGA™

AMAZING AUTHORS

Keith Cameron Randy Finch
William Frawley Rob Hays
Jeff James John Steiner
Henning Vahlenkamp Dan Weiss
Doug Nakakihara

1-508-678-4200, 1-800-345-3360,
FAX 1-508-675-6002

Amazing Computing For The Commodore Amiga™
(ISSN 1053-4547) is published monthly by PIM Publica-
tions, Inc., Currant Road, P.O. Box 2140, Fall River, MA
02722-2140, Phone 1-508-678-4200, 1-800-345-3360, and
FAX 1-508-675-6002.

U.S. subscription rate is \$29.95 for 12 issues. Subscriptions
outside the U.S. are as follows: Canada & Mexico \$38.95
(U.S. funds) one year only; Foreign Surface \$49.97. All
payments must be in U.S. funds on a U.S. bank. Due to
erratic postal changes, all foreign rates are one-year
only.

Second-Class Postage paid at Fall River, MA 02722 and
additional mailing offices.

POSTMASTER: Send address changes to PIM Publica-
tions Inc., P.O. Box 2140, Fall River, MA 02722-2140.
Printed in the U.S.A. Entire contents copyright© 1995 by
PIM Publications, Inc. All rights reserved. No part of this

publication may be reproduced without written
permission from PIM Publications, Inc.

Additional First Class or Air Mail rates available
upon request. PIM Publications, Inc. maintains the
right to refuse any advertising.

PIM Publications Inc. is not obligated to return
unsolicited materials. All requested returns must be
received with a self-addressed stamped mailer.

Send article submissions in both manuscript and
disk format with your name, address, telephone,
and Social Security Number on each to the Asso-
ciate Editor. Requests for Author's Guides should
be directed to the address listed above.

AMIGA™ is a registered trademark of
Commodore-Amiga, Inc.,
Commodore Business Machines, International
CBM is currently for sale!

Distributed in the U.S. & Canada by
International Periodical Distributors
674 Via de la Valle, Ste 204, Solana Beach, CA
92075

&
Ingram Periodicals Inc.
1226 Heil Quaker Blvd., La Verne TN 37086

Printed in U.S.A.

ADVANCED AMIGA ANALYZER

AN INEXPENSIVE DIAGNOSTIC ANALYZER THAT WORKS ON ALL AMIGAS

Amiga Shopper magazine (UK) says "without doubt this is the finest diagnostic equipment I have ever seen, and I assess all Amiga Repairers and practical minded users when I say this is really something worth having."

A complete diagnostic hardware and software analyzer (uses point and click software interface). The analyzer plugs into all Amiga parts simultaneously and through sophisticated software displays 6 screens to work from. Software automatically tells what errors are found and the chips responsible. 85%-90% of the problems presented to service centers are found with this analyzer. Don't be fooled by the low price. Over 9500 units sold worldwide. This sophisticated tool is used by end users and Amiga repair centers worldwide.

Also includes "Final Test" diagnostic diskette and Amiga Troubleshooter Guide - a \$20 value.

\$69.95

PAXTRON EMERGENCY STARTUP KIT For A500/A2000

This kit can correct 90% of all failures. Swap faulty plug-in chips yourself. Kit corrects 28 symptoms. Includes: 8520 (CIA), 8362 (Denise), 5721 (Buster), 8364 (Paula), 68000 (CPU), 5719 (Gary), 8372A (1MB Agnus), chip puller, torque wrench, A500/A2000 schematic, Final Test diagnostic disk, Amiga Troubleshooter Guide. This kit may be your last chance to get parts to keep your computer running.

Add \$12 for 8373 (Super Denise) in place of standard 8362. A \$125 Value!

\$74.50

FACTORY NEW

AMIGA ICs	PRICE	CD32 internal	\$49.95	C128D	\$34.50
1.3 ROM	\$14.95	1541 full unit*	\$69.95		
2.04 ROM Upgrade	\$27.95	1541-II full unit	\$89.95		
2.04 ROM (A3000)	\$39.95	1571 full unit	\$99.95		
3.1 ROM (A500/A2000)	\$64.95	1581 internal	\$44.50		
3.1 ROM (A3000/A4000)	\$74.95				
3.1 ROM (A1200)	\$74.95				
8520 CIA	\$15.95				
8372A Agnus (includes chip puller)	\$34.50				
8372B Agnus (A3000)	\$49.95				
2091 Upgrade 7.0	\$29.95				
DMAC 4	\$47.50				
Lisa	\$39.95				
Ramsey 7	\$45.50				
Amber	\$44.95				
Paula/Gary/Denise (each)	\$12.98				
(We carry all C64/128 ICs)					
FLOPPYS		POWER SUPPLIES		MOTHERBOARDS	
A500 internal	\$46.50	A590	\$24.50	A500	\$99.95
A2000 internal*	\$69.95	A500	\$38.95	A600	\$139.50
A3000 internal	\$69.95	A500/A1200 Big Foot	\$84.50	A2000*	\$199.95
		A2000 Big Foot	\$147.50	A3000	\$289.95
		A3000 Big Foot	\$144.50	A2386SX25 Bridge Board	\$299.95
		CD32 Big Foot	\$74.50	A2300 PAL Genlock	\$49.50
		1541-II (110/220V)	\$15.95	C64*	\$39.95
		C64	\$19.95	C128*	\$48.50
		KEYBOARDS		MISCELLANEOUS	
		A500*	\$39.95	A520 modulator kit	\$24.95
		A600	\$34.50	DKB 1202	\$89.95
		A2000	\$64.95	Swift Mouse	\$24.50
		Laptop	\$39.95	Switch-It ROM selector	\$14.50
		C64	\$19.95	A501 1/2 MB RAM	\$29.95
				1230 Printer*	\$48.00
				A1300 CDTV Genlock	\$28.50
				1351 mouse (C64/128)	\$28.50

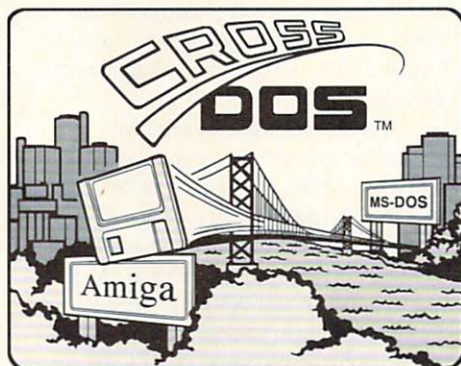
*factory refurbished

Paxtron
CORPORATION

28 Grove Street, Spring Valley, NY 10977
914-578-6522 • ORDER LINE ONLY: 800-815-3241 • FAX 914-624-3239
Hours: 9-5 pm EST • Add \$5.00 UPS Charges • MC/VISA



Circle 123 on Reader Service card.



The Best Got Better!

Announcing
CrossDOS 6
Professional

CrossDOS is a trademark of CONSULTRON. Amiga is a reg trademark of Commodore-Amiga, Inc. MSDOS: reg trademark of Microsoft, Inc. SyQuest: reg trademark of SyQuest Technology, Inc. Bernoulli: reg trademark of IOMega Corp. Video Toaster: reg trademark of NewTek, Inc. PC-Task: trademark of Chris Hames. AtOnce & GoldenGate: trademarks of Vortex Gmb.

CrossDOS™ the first and best MS-DOS® file system for the Amiga® and Video Toaster® has been improved! A must for users of MS-DOS formatted hard drive media such as SyQuest® and Bernoulli®.

Vastly improved performance and functionality over **CrossDOS 5** and the version in the Amiga operating system.

File System Features:

- ◆ Read and write MS-DOS (and Atari ST) low (720K) and high (1.44M)* density floppies.
- ◆ Read and write MS-DOS formatted hard disks (SyQuest, Bernoulli, etc.).
- ◆ Optional Amiga↔MS-DOS text filter and translation.
- ◆ Format, diskcopy, hard disk configuration and diagnostic utilities.

* Requires an Amiga-compatible high density drive.

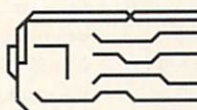
Requirements: Any Amiga with at least 256K of RAM and AmigaDOS 2.0 or higher.

Our other products:

- ◆ CrossMAC
- ◆ high-density floppy drives

File System Improvements:

- ◆ Faster floppy reads and writes. (About 2 times)
- ◆ Faster hard drive writes. (About 10 times)
- ◆ Partition hard drives as MS-DOS entirely on the Amiga.
- ◆ Read and write MS-DOS disk images in files. (such as MakeAB and JLink, PC-Task™ hardfiles and AtOnce™/GoldenGate™ diskfiles)
- ◆ Amiga network friendly.
- ◆ Improved hard disk configuration and diagnostic utilities.



CONSULTRON
8959 Ridge Rd
Plymouth, MI 48170-3213
Technical Support
(313) 459-7271

Circle 106 on Reader Service card.



EDITORIAL CONTENT

One Moment Please...

Going To Press Without Knowing Where You Are Going. Waiting For The Auction Results

It's April 18, 1995 and this page is due at the printer tomorrow. Normally this is the last page that is written for the publication. I like to do that because it allows me an

printer sometime tonight). But, the most important piece to all Amiga users is the piece for page 64—the Commodore Auction. As this issue goes to press, I

It seems like a combination
of Christmas and waiting for
your report card.

opportunity to put in some last bit of news and I can attempt to tie together the many separate pieces within the issue into one meaningful theme.

OK. This is often the last thing written because of all the pieces of the magazine, this is always the most difficult. But, not this time.

As I quickly type these words, there are still many other segments of the magazine coming together. There is the NAB report which is still being hammered together from press pieces, audio tapes, and other material that was collected in my short stay at this year's exposition in Las Vegas. There is also an advertiser who discovered *Amazing Computing* late in this cycle and who wants to be in this issue (their ad will be winging its way to our

haven't got an idea as to how that will end or what will be on that page.

Waiting

Amiga users have grown used to waiting. Over the last year we have heard that the Amiga is going to sell many times. Only to find out later that the news was premature. In our last issue, we noted that the Commodore auction would be scheduled for sometime in mid to late April. Shortly after the printer had the issue, an announcement was made by the bankruptcy court that stated the auction would take place on April 20, 1995 and that the results of the auction would be presented to the New York Bankruptcy Court at 10:00 AM on April 21, 1995.

Now the time draws near. As each hour passes, there is less chance that this time something will go wrong. The bidders are on their way to the Auction. Each group has held meetings with their staffs, received warm wishes from their friends and relatives and started on their way to New York. And no matter how sure this all feels, I am unable to get over the feeling that it is all unreal.

It seems like a combination of Christmas and waiting for your report card. Yea it would be great to have all the presents and get to enjoy the winter vacation, but there is also the chance that you did not do as well as you had hoped in that history test and you may spend the time explaining to your parents why some English king was so important.

The Phones Ring

I suppose that it is this combination of anticipation and dread that makes every piece of news so important. At *Amazing*, we have heard from current subscribers (and a few new ones) who all want to know what the latest on Commodore is. It is not enough that nothing has changed from last issue. They just need to hear a human voice tell them that something is happening and that a resolution, almost any resolution, will be coming soon.

Alex Amor

Creative Equipment International's President, Alex Amor, attempted to help Amiga users' worries. He held a meeting at

Ceasar's Palace at 5:00 PM on Sunday evening prior to the National Association of Broadcasters' exposition. The presentation was at the end of the hall in the same area as other Amiga vendor presentations. It ran after (and during) NewTek's multiple meetings about their new Windows NT Toaster and before PLAY's presentation of Trinity (please see the NAB article on page 16 in this issue). Listening to Mr. Amor, Amiga Dealers were given a little glimmer of hope in an otherwise PC oriented day.

Mr. Amor outlined the present situation in regards to the ESCOM bid, the Commodore auction, and CEI. His no nonsense approach was to encourage all present to think positively and honestly about the current status of the Amiga market and what it would take to keep everyone in business.

Mr. Amor also explained that it would not be CEI who placed the bid on his behalf, but a new company created from his group and his backers. This new company would then create the alliances and worldwide distribution necessary to carry the Amiga through this difficult transformation.

Mr. Amor asked the dealers present to complete a form stating a projection on the number of Amiga units they would need in the next several months. He stated that the information would give his people a better understanding of the market needs and allow them to more accurately judge what they would need to produce in the next sixty to ninety days.

He finished his presentation by answering questions. Most of the people present wanted to know what sort of future the Amiga would have or how soon product would be available. Mr. Amor stated that the current schedules called for product in less than ninety days, but he was keeping the 3 month schedule in case there were any problems.

As far as new Amigas, Mr. Amor repeated that there would not be a new generation of Amigas for at least a year. The development cycle required to create a viable new level of technology for the Amiga would be at least that long. He stated that the AAA chipset would not be a viable solution, because as soon as the AAA chipset was completed and implemented, it would be obsolete in the industry.

Mr. Amor hinted at further advanced technology utilizing the PowerPC and other advanced chips. He also stated that he was very willing to work with vendors within the market to help speed up the process and provide a better solution to the continued advancement of the Amiga technology.

The overriding impression from Mr. Amor's presentation was one, he wanted to go somewhere with the Amiga, and two, he would work several alliances in order to make that goal. He was straightforward and very honest with his answers. It is evident that he and his team have spent many hours going over their options.

Who Will Win?

When I was traveling through the NAB presentation, one of the most often questions I was asked was who I thought would win the bid. I haven't a clue.

Although Mr. Amor has a good grasp on what the people in North America need and what may be best for the Amiga in general, does he have more capital than anyone else interested and will he feel it is worth all that he has?

Mr. Pleasance and the Commodore UK team have a clear understanding of the European market, but will they want to risk everything? Do they have the conviction to push the bid past its comfort level.

ESCOM clearly owns the technology if no one else bids. But, do they want the rights to use the Commodore name on their German manufactured PCs so much that

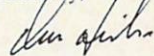
they would follow the bid any higher than they have already?

What about a dark horse bidder. Is there someone or a group of someones sitting quietly by, waiting their turn only to place their bid at the last moment?

When will any of these competitors go beyond what they should bid and want the Amiga so drastically that they will bid far beyond the others just to own it? When does common sense give way to conviction?

I don't know, but I will tell you this. The Amiga market has never been boring. I guess we should have expected this all along.

Sincerely,



Don Hicks
Managing Editor

Only Amiga!

Multimedia, Desktop Publishing

Programming, Video, Graphics

Amijam '95

Calgary, Alberta, Canada
July 15-16 1995

Communication, Business, Animation, Programming,
3D Rendering, Music, Games, Desktop Publishing,
Video Toaster Flyer, Networking, Demonstrations,
Vendors, Competitions, Seminars, Workshops,
...and a really great time!

Also visit the world-famous Calgary Stampede,
held the same week as Amijam '95!



Organized by the Amiga Users of Calgary
P.O. Box 34230
#19 - 1200 37th Street S.W.
Calgary, Alberta, T3C 3W2, Canada.
email: amijam@amuc.mtroyal.ab.ca
tel: (403) 244-6990, fax: (403) 686-3790

For travel arrangements, book with Canadian Airlines, 1-800-665-5554, and ask for The Amijam '95 Convention, #2384. Canadian Airlines are partners with American Airlines.

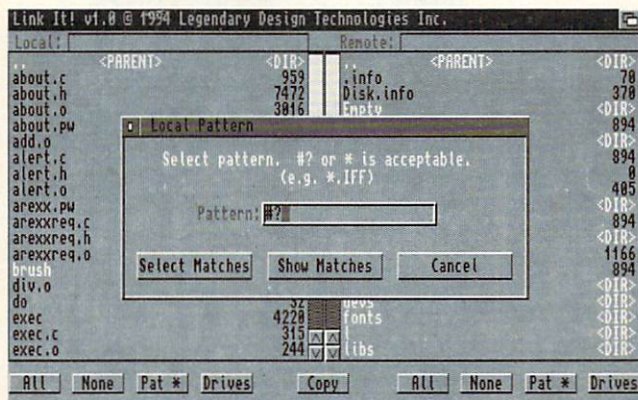
Amazing is first with Amiga news!



From the original demise of Commodore to the final sale (whenever it is) AC is there! During this crisis, *Amazing Computing* has gone to great lengths to be the first with news and information for its readers. From interviews with the major bidders to the thoughts and ideas of Amiga users, *Amazing Computing* has lead the way in complete Amiga coverage. AC's coverage is the first discussed on the networks, AC should be your first news format. Subscribe today!

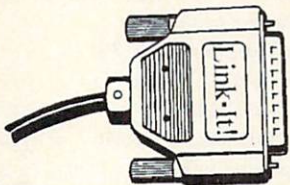
NEW! Link-It!™

Now you can transfer files from your Amiga to your PC!
Or, use it Amiga-2-Amiga or PC-2-PC!



It's finally here! An easy way to transfer files of all sizes from computer to computer. This product works between two Amiga's, two PC's, or between an Amiga and a PC. There is no other product like it!

- Serial or Parallel transfer.
- Perform file conversion as you transfer! Imagine selecting several IFF picture files on the Amiga and have them transferred in PCX format to your PC!
- Extensive AREXX™ interface - even allows you to send commands to the remote computer.
- Easy, one-terminal operation.
- Both Amiga and Windows™ versions included!
- Conversion and file display programs are completely external and therefore completely upgradeable as new file formats become available.
- Automatically adjust filenames and file patterns to match the appropriate machine.
- Amiga version supports ioExtender and Multiface cards.



Includes a high-speed parallel cable.
Only \$59.95! US

ProPics™

24-bit professional backgrounds.

- #1: Scenic & Landscape
- #2: Textures & Patterns
- #3: Still Life
- #4: Abstract

Includes ProImage image processor!!!

Hot New Price!

Single Volume: \$29.95

4-Volume: \$99.95

COMING SOON:
ProPics on CD!



Legendary Design Technologies Inc.
25 Frontenac Avenue, Brantford, ON CANADA N3R 3B7
P.O. Box 1147, Lewiston, NY 14092-8147 U.S.A.
Tel: (519) 753-6120 Fax: (519) 753-5052
Internet: legend@io.org

Circle 117 on Reader Service card.

All trademarks mentioned are property of their respective holders.

Address-It!™ v1.5

Manage your mailing lists the easy way! The latest version sports the "3D" look and is compatible with all word processors. Print labels, phone books, envelopes, rosters and more!



dataMIX™ CD-ROM #1

COMPACT disc

Amiga format fonts, clip art, sound, 3D objects, music & more!

Invoice-It!™ v1.2

New version!

Dedicated invoicing software for any business! Custom invoice layout, detailed reports, statements and more! New version includes product database and automatic interest charges.

dataTAX™ '94

Do your taxes the easy way!

(Formerly known as TaxBreak™ from Oxxi)

1040

(United States)

Schedules A,B,C,D,E,F,R
Forms 8606, 4562, 2106, 3903, 8615,
4868, 8829, W-2, 1099-R,
Worksheets, and many, many more!

T1 General

(Canada)

T1 Pages 1-4, Schedules 1-9,
Provincial Taxes & Credits,
Minimum Tax, Northern Residents,
Worksheets, and many, many more!



Call, write, or fax for UPGRADE Information! (\$29.95 for the upgrade, \$59.95 for first-time buyers)

SFX™ Volume #1

ON CD-ROM
300 high-quality sound effects with an easy-to-use Amiga interface!

COMPACT disc

Perfect for video production!



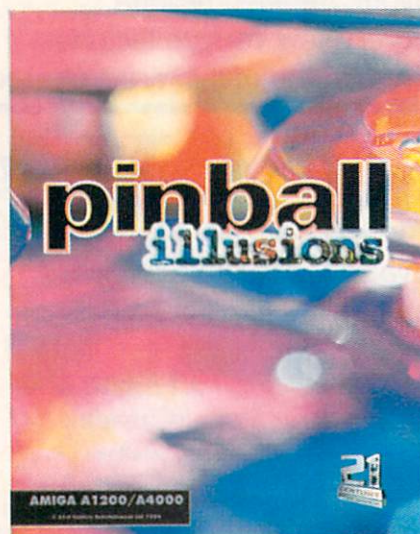
The world's largest producer of commercially available sound effects!

Committed to the Amiga!

NEW PRODUCTS

and other neat stuff

Use a VCR to Back-up your
hard drive, Check out a new
serie of CD-ROMs, and more



Pinball Illusions

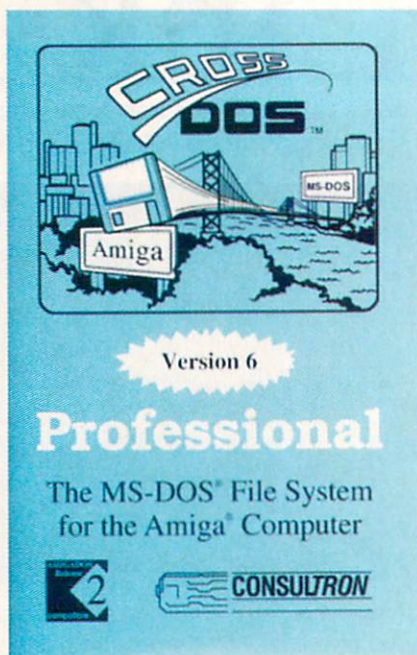
Newly released from 21st Century is this pinball simulator designed for the A1200 & A4000. The game includes three ground breaking tables from Digital Illusions, the team behind Pinball Dreams and Pinball Fantasies. The tables are called Law N' Justice, Babewatch and Extreme Sports. The games include Multiball for fast and furious action, tables packed with ramps, bumpers and bonuses, and atmospheric arcade quality soundtracks with incredible scoreboard animation. Loading the game is easy. Simply turn off your computer for 30 seconds, insert Disk 1 into the internal floppy drive, turn the computer on and follow the on-screen directions. The game will also support

multiple floppy disk drives if you have them. The program is also hard drive installable and can then be run by simply clicking on the newly created Pinball Illusions icon. The MSRP is \$44.95, it has 256 color graphics and is available now in PAL version with the NTSC version due soon.

21st Century Entertainment Inc., P O Box 415, Webster, NY 14580, Tel: 716-872-1200, Fax: 716-872-1675.

CrossDOS™ Version 6 Professional

Consultron announced the availability of this product upgrade which has been enhanced to better support MS-DOS formatted floppies and hard disks. New and improved features include: faster floppy access, faster hard drive writes, partitioning of MS-DOS hard drives, ability to read and write MS-DOS disk images in file, network compatibility, improved hard disk configuration and diagnostic utilities, full-time tech support, and the ability to run on any Amiga. CrossDOS was scheduled to begin shipping on April 3, 1995 with an SRP of \$60.00. It is available from most Amiga software retailers or directly from Consultron (include \$5.00 S&H for USA and Canada or \$10.00 S&H elsewhere). CrossDOS owner upgrades from previous versions are available from Consultron only. You must be preregistered and the cost is \$15.00 plus S&H (\$5.00 USA and Canada, \$10.00 elsewhere). Please note: CrossPC is no longer bundled with



CrossDOS and has been discontinued.

Consultron, 8959 Ridge Rd, Plymouth, MI 48170, Tel/Fax 313-459-7271.

Directory Opus 5

Small-Biz Software Pty Ltd has announced the shipping of this new workbench replacement Amiga utility program. Pricing is as follows: SRP \$US 129.00 + freight, Upgrades (direct) are \$US60 + \$US 15.00 S&H (registered users, plus return of original disk). To place your order call 9am-4pm Australia E.S.T. or leave message after hours. Terms: all purchases are to be prepaid, for simplicity they prefer direct deposit, for upgrades they accept most credit cards. Direct Deposit Details: Small-Biz Software Pty Ltd, ANZ Bank, 718 Nicklin Way, Currumbundi QLD, Branch No. 014-563, Account No. 254027342

Please fax a copy of the direct deposit receipt to ensure immediate shipment.

Small-Biz Software Pty Ltd, P O Box 24, Golden Beach QLD 4551 Australia, Tel 61 74 91 9190, Fax: 61 74 92 6860.

The Light Works CD-ROM

This CD-ROM contains objects created by Tobias J. Richter from Cologne, Germany, together with the surface textures ready to use in the following programs: Cinema4D, Reflections and Imagine. For the raytracing enthusiast there are some unpublished textures for backgrounds and detailed surfaces on this CD exclusively.

IMAGINE ALL THIS AT YOUR FINGER TIPS

By popular demand from BBS operators that use IBM-PC systems, we have produced a special edition of the April 1994 **FrozenFish** CD that contains all 1000 "fish disks", as well as other interesting material from the latest **FreshFish** and **GoldFish** series. This is a multi-platform CD that is fully readable on all systems, including Amiga, MS-DOS, Windows, OS/2, Mac, and UNIX.

FrozenFish PC \$24⁹⁵



FROZENFISH PC

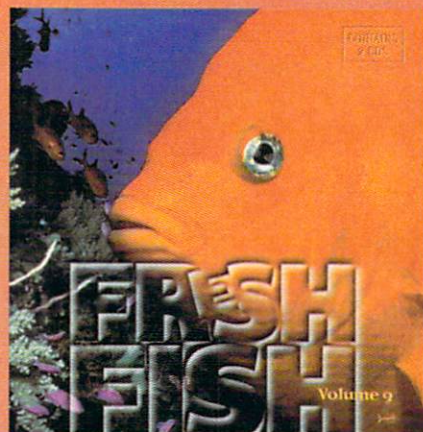


GOLDFISH

▲ The **GoldFish** CD-ROM series collects material from previous floppy or CD-ROM distributions about every six months and makes it available as a 2-CD set. It is intended to meet the needs of users that do not require frequent updates of newly released material.

GoldFish Volume 1 \$19⁹⁵

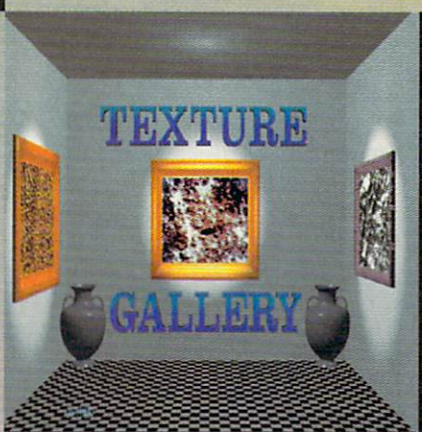
GoldFish Volume 2 \$19⁹⁵



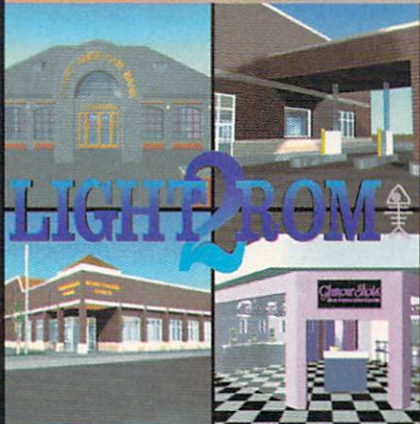
FRESHFISH™

▶ **TEXTURE GALLERY** is a 2 CD-ROM set containing over 1.3 gigabytes of textures designed for graphic artists on any computer platform. The categories of textures on Texture Gallery include; brick, concrete, fabric, fire, marble, metal, rock, skin, wood, and many others!

Texture Gallery \$44⁹⁵



TEXTURE GALLERY



LIGHT-ROM®

▲ Now a 2-CD set, released every two months, the **FreshFish** CD's are compilations of the newest programs, libraries, documentation, animations, pictures, etc, in both archived and unarchived (ready to run) form. A unique feature of this CD is the extensive set of GNU and non-GNU utilities that are included, all with full source and binaries, that are ready to run directly off the CD without having to consume hundreds of megabytes of precious disk space to install them.

FreshFish \$19⁹⁵

Subscriptions (6 CD's) \$89⁹⁵

◀ **LIGHT-ROM** is the "Must Have" CD-ROM for the Lightwave Artist. Updated every 6 months, **LIGHT-ROM** gives you access to all of the great freely distributable Lightwave objects, scene files, textures, images, etc, from Lightwave BBS's and ftp sites around the world. This multi-platform CD-ROM is ready for the Windows NT, SGI and Alpha versions of Lightwave due in 1995 and can be read on these platforms today.

LIGHT-ROM 1 \$39⁹⁵

LIGHT-ROM 2 \$39⁹⁵

Circle 116 on Reader Service card.



AMIGA LIBRARY SERVICES

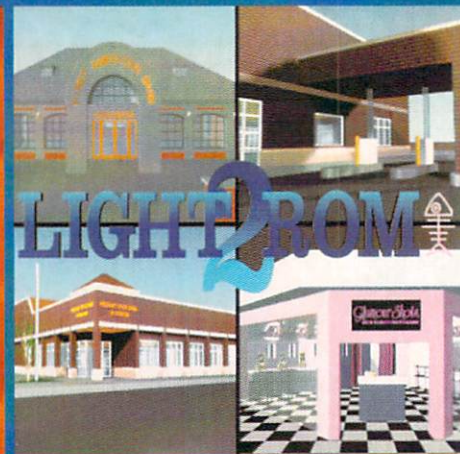
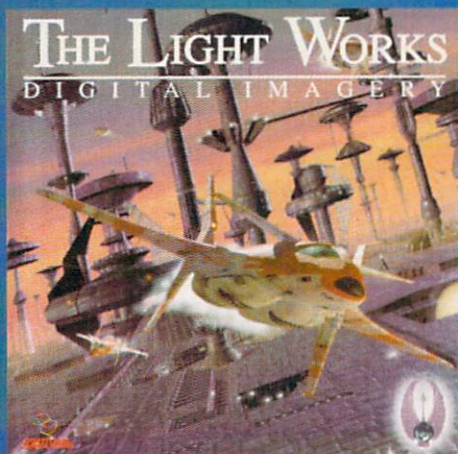
610 North Alma School Road Suite 18 Chandler, Arizona 85224-3687 USA
Voice/Fax (602) 491-0048 Email info@amigalib.com Or Call (800) 804-0833



CTI GRENVILLE TRADING INTERNATIONAL GmbH

Zimmersmühlenweg 73 D-61400 Oberursel GERMANY

Phone + 49 6171 85937 Fax + 49 6171 8302 Email: Compuerv@100336.1245



Amiga Library Services has released a wide series of important CD-ROMs in North America

But there are also things for those who don't know too much about raytracing. There are more than 100 rendered pictures and several animations which demonstrate what is possible with these objects. If you want to play around with the objects you can use the demo versions of Maxon Cinema4D and Reflections on disk. Besides the works of Mr. Richter, you'll find many objects, textures, pictures and animations from the PD area. This product is distributed in North America through Amiga Library Services, Fred Fish.

Aminet Set 1

All of the Fred Fish disks (including Fresh Fish CDs) and most of the SaarAG disks are on Aminet Set 1 (minus old versions and obsolete things). There is no CLI/Shell knowledge required for the decompression and viewings of the

software on the CDs. Includes direct playing of modules, direct viewing of pictures, direct starting of games and demos. It has a find function which allows you to find a program by name, unpack and run it within 15 seconds or less. There is full text search to find any text in a readme file. There is close to 4GB of software. With Aminet you can click on a thumbnail image in order to see any of the thousands of images (3373 to be precise). It has 1000 games and they are all directly startable. Aminet Set 1 is distributed by Amiga Library Services in North America.

Announcing Link It!

Legendary Design Technologies has announced that Link It! is now available. This was the first product to combine the power of the Amiga with the popularity of Windows on the PC. Priced at \$59.95 US (\$79.95 Canada) it includes a 6 foot parallel cable. Longer length cables (and serial cables) are available through an order form with the product. System requirements are an Amiga 512K running AmigaDOS 1.3 or higher and/or a PC running Windows with 2MB RAM. The product can also be used in Amiga only environments (two Amigas together) or PC only environments (two PC's together).

Legendary Design Technologies, P O Box 1147, Lewiston, NY 14092-8147, Tel 519-753-6120, Fax: 519-753-6120.

QuickText

QuickText is a new interactive desktop video program for the Amiga from Tahoe Software, Etc. It was used in a downstream graphics computer for 6 years before becoming a commercial product. It was originally developed primarily for titles and

credits, but can display pictures and animations as well. Also included are features that make it possible to do live shoots of sports events: an on-screen timer, a John Madden type "doodler" and variables that can be used in a scoreboard. Automatic screen sequencing for such applications as cable reader boards and silent paging can also be done. Future upgrades will include time-of-day slots, tiled backdrops, and remote control via modem, to enhance QuickText's usefulness for professional cable operators.

Tahoe Software, Etc., P O Box 9236, South Lake Tahoe, CA, 96158, Tel: 916-541-0873.

Light ROM 2

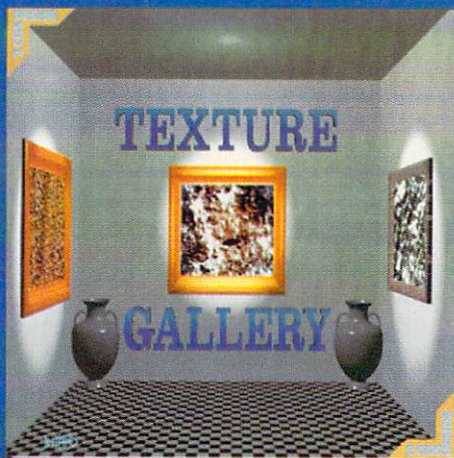
Light ROM 2 is 100% Lightwave/Toaster material with over 300MB of new material not included on Light ROM 1. It contains Lightwave objects, Textures, Images, Toaster wipes, CG & Postscript fonts, animation maps and programs. The thumbnail renderings save you time and trouble. Also included are collections of professional 3D models by Acuris and Viewpoint. It is a multiplatform CD-ROM that is fully compliant with the ISO-9660 level 1 standard, and with the appropriate system software support, is fully readable on all platforms that support Lightwave.

Amiga Library Services, 610 North Alma School Road, Suite 18, Chandler, AZ 85224-3687, 1-800-804-0833.

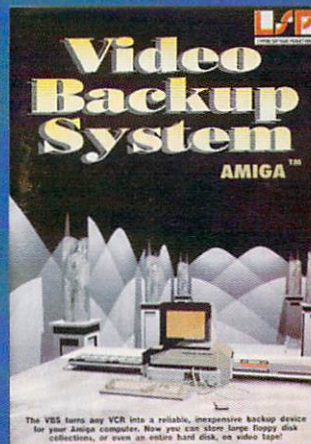
Texture Gallery

This is a 2 CD-ROM set containing over 1.3GB of textures designs for graphic artists. Hundreds of 24 bit textures are included in several different file formats, such as IFF, TARA, JPEG, PICT, SGI and





Video Backup System by
Lyppens Software
Productions allows you
use a VCR as a backup
device for to your Amiga.



TIFF. All of the textures are represented in thumbnail renderings for easy previewing.

Amiga Library Services, 610 North Alma School Road, Suite 18, Chandler, AZ 85224-3687, 1-800-804-0833.

Pre'Spect Technics, Inc. Announces New Products Shuttle 4000

This is an expansion chassis for the Amiga 4000 including a board with 7 ZORRO III Slots, 6 PC slots and 2 video slots with an SRP of \$398.00. The board is working and shipping. Right now the product is mainly for advanced people only, since Pre'Spect has to work on a solution for the casings as it is very expensive to ship custom made casings from Europe to here.

NakeD-Up 500/1000 Serial

This expansion chassis for the Amiga 500 (not the Amiga 1000) allows the use of the MultiFaceCard 2 and 2/4. It will not run the MultiFaceCard 3. It has a Pass-Through which can be daisy chained up to a maximum of 3 boards. SRP is \$59.50.

TruePaint

TruePaint is a professional 24 Bit paint software with full support of the AA-chipset. Using TruePaint, Amiga graphics and 24 Bit graphics can be edited without any loss of quality. A maximum of 16368 x 16368 pixels renders graphics feasible even for slide development systems. Features include: functions for outline, recolor and filling, airbrush with adjustable spray functions and stipples, easy drawing of Bezier-Curves, light table function for editing animation pictures and full AReXX support. It requires an A1200 or 4000 with

minimum 2MB RAM, Kick 3.0 or higher. The package contains 4 diskettes and manual and sells for \$49.50.

GigaMEM

GigaMEM has been upgraded to an improved version of 3.12. The end-user cost for upgrades from 2.0 to 3.12 is \$19.50 and from 3.0 to 3.12 is \$24.50. Price includes return shipment and manual. Please send the original disk (with serial number) along with a check or money order.

Pre'Spect Technics, Inc., B 53, Dorion QB, Canada J7V 5V8, Tel: 514-424-5596, Fax: 514-424-5597.

Video Backup System

This system consists of easy-to-use backup software and a hardware interface. All the cables needed are supplied to connect a VCR to your Amiga, and use it as a backup device. You can now store hundreds of floppy disks on a single video cassette. It also does your hard disk backups safely and automatically with 200MB fitting on a four hour tape. Features include: floppy disk backup, hard disk backup, log files, video connection check, visual reader, control monitor connection and its ease of use. VB is for all Amiga computers with no memory expansion required.

Lyppens Software Productions, Generaal Coenderslaan 25, 5623 LT Eindhoven, The Netherlands.

The Video Guide to ImageFX2.0

This two tape set is hosted by Rusty Mills, an animation producer for Warner Bros. Animation, who uses ImageFX extensively in his work. It contains over five hours of comprehensive explanation and

tutorials covering ImageFX 2.0 with all its features. Since ImageFX 2.0 contains a completely new and extensive ToolBox section, specific index marking was done for that particular chapter. Pixellence feels that this video will help immeasurably in becoming proficient on this image processing software.

Pixellence, 1730 Arcane Street, Simi Valley, CA 93065, Tel: 805-522-4864.

User Group Notices

The Amiga Users of Marin, AUM wish to announce a new meeting time and contact person. Meetings are now on the 3rd Tuesday of the month at 7:30 PM. The new contact person is Bob Galvan at 415-924-5384.

The Redwood Empire Amiga Users' Group RE-Amiga has a new meeting place. It is now at Sonoma State University, Darwin Hall Room 121, 1801 East Cotati Ave, Rohnert, CA.

The Amiga Users in SF's, AWEST, new contact person is Bobbie Sellers at 415-474-1164.

New Product? Industry Announcement?

Send it to:

New Products Editor
Amazing Computing
P.O. Box 2140
Fall River, MA 02722-2140
(508) 678-4200
FAX (508) 675-6002

Please call for art requirements.



**CREATIVE
COMPUTERS**

SPRING CLEARANCE!

SoffLogik Wordworth v3.1

Includes more features than Final Writer!

Graphics Import/Export: IFF, TIFF, GIF, PCX, BMP, IMG, GEM, CGM, and EPS.

Text Import/Export: ASCII, Microsoft Word, Works, Write, WordPerfect, WordStar, RTF.

Fonts types supported: Compugraphic, PostScript Type 1, TrueType, AmigaDOS bitmap, built-in printer fonts.

Text Handling: Text around circle/arc, spiral, maximum size 1000 points, text color, kerning, tracking, auto correction and much more. AGA compatible, Online Amiga Guide help, public screens!

\$129⁹⁵

6063

PageStream 3.0 \$209⁹⁵ 5792
Typesmith 2.5 \$108⁹⁵ 5874

ASIMWare Innovations

ASIM CDFS v3.0 Software **\$64⁹⁵**

6060

☆ CD32 Emulation!!

- Includes ASIMTunes CD audio player and PhotoCD Manager
- Supports: ISO-9660, Mac HFS & High Sierra

PhotoCD Manager CD32 \$34⁹⁵ 5984

Texture Heaven CD \$19⁹⁵ 5317

Texture Heaven CD 2 \$48⁹⁵ 5852

Master ISO CD-ROM Writing Software. \$29⁹⁵ 5851

mediaDESK Desktop Magic

Amiga Screen Saver & System Sound Manager

- 32 customizable screen modules
- 84 dazzling sound effects & 4 riveting 8-track stereo soundtracks
- Create personalized screen savers by importing IFF's & Anim's and assigning a sound effect or soundtrack to them
- Assign sounds to windows, keys, events, text strings and time

Now your Amiga can tell you it's done formatting or copying a disk, installing software and when to leave for lunch! Compatible with all Amigas, 1.3 thru 3.1 Operating systems. Includes supports for all graphics boards.

Sound and Artwork package 1 for Desktop Magic \$14⁹⁵ 5804 **\$24⁹⁵** 5804



MICRO R&D

The New Distributor for Directory Opus and GigaMem

GigaMem v3.12

This is the leading virtual memory program, use your hard drive space as RAM! Requires MMU & OS 2.1

4463 **\$64⁹⁵**

Micro R&D Volume 5 CD-ROM Mand2000 includes the leading Mandelbrot Set generating program with 100's of pre-rendered Mandelbrot Sets 6082

Directory Opus v5.0

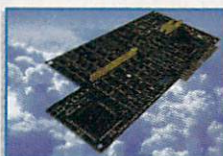
If you like version 4 just wait until you get your hands on this!

Now Multitasks within itself!

6097 **\$84⁹⁵**

- #6065 Micro R&D CD-ROM Vol.4 Outdoor Scenes \$19⁹⁵
- #5863 Micro R&D CD-ROM Vol.3 \$19⁹⁵
- #5799 Micro R&D CD-ROM Vol.2 Nature's Backdrops \$46⁹⁵
- #5798 Micro R&D CD-ROM Vol.1 \$19⁹⁵

Centaur Development™ OpalVision Main Board



The core unit of the modular OpalVision system. A true RGB, 24-Bit frame buffer, it operates in any Amiga with a video slot. It allows smooth fading of pictures, color-cycling effects, and smooth, double buffered 24-Bit animation. Includes connectors to the Video Processor and Scan-Rate Converter/TBC (optional modules). Includes a wealth of software such as OpalPaint, widely regarded as the best 24-Bit paint program on the Amiga; OpalAnimMATE, plays 24-, 16- and 12-Bit animations at up to 60fps and OpalPresent!, an icon-driven presentation/slide show program. **\$199⁹⁵** 5002

OREGON RESEARCH

TERMITE Communications Software

- Configurable floating button bar, Amiga Guide hypertext online help, Assign any program function
- Macro, APress, XPR Libs, Terminal Emulations - VT102, JEX, VT340, RIP and more
- Auto logging, Multiple-line BBS's, Multitasking Chat window
- Flexible phone book, font & screen sensitive
- Completely configurable; this is the Directory Opus of communications!

5999 **\$37⁹⁵**

Twist 2

Finally an easy-to-use database that doesn't look like a spreadsheet! Friendly interface, datatype support, read caching, fully relational for anything from Video & CD collection to stock control and invoicing, reports & mailmerge

Squirrel SCSI-2 PCMCIA Card for A1200/A600 Easy-install, supports CD-ROMs, hard drives, DAT, Removable HD's, Scanners, Optical drives & more! Includes SCSI software & cable. **\$98⁹⁵** 6045

- Gamesmith Development System \$98⁹⁵ 5312
- On the Ball v1.5 \$29⁹⁵ 6044
- HiSoft Basic 2 \$88⁹⁵ 5809
- HiSoft DevPac 3 \$77⁹⁵ 3921
- MegaloSound 8-Bit Sampler \$48⁹⁵ 5624
- ProMIDI Interface \$33⁹⁵ 5628

ORDER HOTLINE
800-872-8882

Canada 800-548-2512
Order Hours:
Mon. - Fri 6am to 6pm Sat. 8am to 5pm (PST)

Order Status 310-787-4520
Mon. - Fri 8am to 5pm
Sat. 9am to 4pm

VERY LIMITED SUPPLY ON ALL CLEARANCE ITEMS!

ANIMATION/3D RENDERING SOFTWARE

6071	WAVEMAKER VERSION 2.0	149.95
6037	QUESTAR - WORLD CONSTRUCTION SET	139.95
6080	VISUAL FX FOR LIGHTWAVE VOL 1 CDROM	39.95
6085	PLUG-INS AND GO! OVER 50 LIGHTWAVE MACROS	49.95
6066	RADIOSTY - WAVEMAKER VERSION 2.0	145.95
5858	LIGHTWAVE 3D VERSION 3.5 UPGRADE TOASTERS	37.95
5860	HOLLYWOOD FX V1.26 SYNERGY	69.95
5673	DYNAMIC MOTION MODULE POSITRON	38.95
5866	SURFACE PRO FOR LIGHTWAVE	38.95
5779	POWERMACROS FOR LIGHTWAVE 3D	38.95
5483	ANIM WORKSHOP VER 2	24.95
5825	FORGE & ESSENCE VOLUME 1	24.95
5826	IMAGINE 2.0	14.95
5889	REPLICA INTERIOR DESIGN I FOR LIGHTWAVE	12.95
5890	REPLICA INTERIOR DESIGN II FOR LIGHTWAVE	12.95
5892	REPLICA INTERIOR CONSTRUCTION FOR LIGHTWAVE	19.95
5893	REPLICA HOMES FOR LIGHTWAVE	19.95
5271	INTERCHANGE PLUS 3.0	24.95
4487	INTERCHANGE PLUS V2.0	24.95
5859	MAGIC LANTERN V1.5 OEM VERS	4.95

AUDIO HARDWARE & SOFTWARE

5935	SWITCHBOARD TOASTER AUDIO MIXER	299.95
5780	TOCCATA 16BIT AUDIO CARD	249.95
4041	SUNRISE INDUSTRIES AD1012 12-BIT	99.95
0364	DR. T's KCS LEVEL II VERSION 3.0	29.95
5127	GVP DIGITAL SOUND SAMPLER PLUS	28.95
5624	MEGALOSOUND BBIT SAMPLER	24.95
5628	PROMIDI INTERFACE	24.95
3890	THE PATCH MEISTER	24.95
1270	BARNS AND PIPES INTERNAL SOUNDS KIT	9.95
5154	KEYS TO MUSIC VOLUME I	9.95
5621	THE HIT KIT like superjam works with all sequence	4.95

BUSINESS SOFTWARE

5296	EXCELSIOR BBS SOFTWARE	38.95
3559	FINAL COPY	9.95
5069	ADDRESS-IT! VERSION 1.5	9.95
5383	GRADE BOOK	3.95
0128	GRADE MANAGER	2.95
5403	FINAL WRITER RELEASE 2	19.95
6088	FINAL WRITER RELEASE 3	39.95
4730	PROFESSIONAL PAGE 4.1 / DRAW 3.0 BUNDLE	39.95
4248	PROFESSIONAL DRAW 3.0	19.95
3778	GOLD DISK VIDEO FONTS: DECORATIVE 2	3.95
0548	PAGESTREAM FONTS B	3.95
5843	CHECKS & BALANCES	7.95
5091	JOE'S 1ST COMPANY FANTASY & LORE CLIP ART	3.95
1267	INTROCARD PLUS	3.95
3213	QWIKFORMS FORMS & LAYOUTS FOR PAGESTREAM	3.95

CD32 TITLES

6128	ALL TERRAIN RACING ATR CD32	19.95
6121	GAMER'S DELIGHT CDROM & CD32	19.95
6017	RISE OF THE ROBOTS CD32	19.95
5963	DRAGON STONE CD32	19.95
5965	BANSHEE CD32 PAL VERSION	14.95
5992	DARKSEED CD32	13.95
5918	UNIVERSE CD32	14.95
6020	TOP GEAR CD32	14.95
6069	ROAD KILL CD32 PAL	13.95
4053	FANTASTIC VOYAGE CD32 & CDTV	3.95
5667	MICROCOSM CD32	4.95
5706	THE CHAOS ENGINE CD32 - Bit Map Brothers great!	3.95
5828	INTERNATIONAL KARATE CHAMP CD32	3.95
5831	JOHN BARNES SOCCER CD32	3.95
5832	GLOBAL EFFECT CD32	3.95
5948	INSIGHT: TECHNOLOGY CD32 & CDTV & CDROM	3.95
5756	AMIGA CD32 GAMER W/CD-ROM	3.95
62979	CD DISK TRAY 16 CAPACITY	1.95
5591	PATRIOT GAMES, FMV require CD32 OR CDTV w/mpeg	3.95
5593	INDOCTRO PROPOSAL - FMV (CD32 OR CDTV MPEG)	3.95
5595	BRYAN ADAMS WAKING THE NEIGHBORS - FMV	3.95
5597	ANDREW LOVING PREMIERE COLL. - FMV	3.95
5596	CREAM OF ERIC CLAPTON - FMV (full motion video)	3.95

CD-ROM TITLES

5931	CREATIVE COMPUTERS CDROM	8.95
5179	AXINENT CDROM	2.95
5317	TEXTURE HEAVEN CD-ROM	9.95
4377	TEXTURE CITY CD-ROM	14.95
5269	CLIP ART WAREHOUSE CD-ROM	8.95
5799	MICRO R&D CD-ROM VOL 2 NATURES BACKDROPS	19.95
5875	VISIONS CDROM GREAT BACKDROPS	14.95
5876	TRAVEL ADVENTURE CDROM	13.95
6122	THE BEAUTY OF CHAOS CDROM (FRACTALS)	9.95
5863	MICRO R&D CD-ROM VOLUME 3 POSTSCRIPT TYPE	7.95
5559	FRESH FISH OCTOBER 1993 CDROM	3.95
5901	FRESH FISH SEPT/OCT 1994 CDROM VOL 6	3.95
5901	FRESH FISH NOV/DEC 1994 CDROM VOL 7	3.95
6077	FRESH FONTS CDROM VOL 1	3.95
5781	MULTIMEDIA RESOURCE LIBRARY CDROM	3.95

COMMUNICATIONS/MODEMS

5675	OP FAX SOFTWARE FOR CLASS 1 & 2	34.95
61058	TWINGCOM 14.4 PRO EXTERNAL FAX/MODEM	39.95

GAMES

6129	ALL TERRAIN RACING ATR	19.95
6110	AKIRA	19.95
0087	OVERLORD - FLIGHTSIM	19.95
5996	STARLORD & NON AGA	14.95
6058	POWER DRIVE (RACE CAR HIGHLY RATED)	14.95
6070	ROAD KILL AGA	14.95
6067	SHADOW FIGHTER	19.95
6109	SHADOW FIGHTER AGA	19.95
6018	TOP GEAR 2	19.95
6019	TOP GEAR 2 AGA	19.95
6091	GUARDIAN AGA	19.95
6074	LION KING AGA	19.95
6072	SKELETON CREW AGA	19.95
5995	ALIEN BREED TOWER ASSAULT REG. & AGA	14.95
6051	SUBWAR 2050 AGA	19.95
6046	SHAO FU	19.95
6034	CANNON FODDER 3	19.95
5215	COMBAT AIR PATROL F14/F18	14.95
5966	BANSHEE AGA	14.95
6035	MARVINS MARVELOUS ADVENTURE	14.95
6086	FIFA INTERNATIONAL SOCCER	9.95
5994	FOOTBALL GLORY AGA	12.95
5880	DETROIT AGA	14.95
5881	DETROIT	14.95
6028	THEME PARK AGA	19.95
6047	THEME PARK	19.95
5959	FIELDS OF GLORY AGA	19.95
5953	RISE OF THE ROBOTS	19.95
5964	DRAGON STONE - GREAT D&D RPG	19.95
6040	DREAM WEB AGA	19.95
5917	UNIVERSE	14.95
5748	BEHAST A STEAL SKY - HD INSTALLABLE	19.95
5415	THEATER OF DEATH	14.95
5009	B1 FLYING FORTRESS	14.95
5286	SIM LIFE	14.95
5949	BUFF N TUMBLE	9.95
0057	JUNGLE STRIKE AGA DESERT STRIKE II	9.95
0056	JUNGLE STRIKE DESERT STRIKE II	9.95
5492	BURNING RUBBER AGA	9.95
4433	D/GENERATION	9.95
5643	SECOND SAMURAI	9.95
4917	LEGENDS OF VALOUR	8.95
3720	POPULOUS II	7.95
5050	SUPER FROG	6.95
5566	BURRA N' STIX	6.95
4038	ATO TANK KILLER V1.5	6.95
5694	APOCALYPSE	3.95
5679	PUGGYOT	3.95
5429	BOAT BLOWS GALACTIC	3.95
5705	TOTAL CARNAGE AGA	3.95
5324	OVERDRIVE	3.95
5328	WOODY'S WORLD	3.95
7221	BLACK CRYPT	3.95
3972	ORK	3.95
0110	FINAL MISSION	2.95
5341	OVERKILL AGA - TEAM 17	2.95
5263	V17 CHALLENGE	1.95
5307	ZOO/HIGH MANSSELL AGA	1.95
2830	KILLING CLOUD	1.95
3242	SHADOW WARRIOR	1.95
1635	FLIMBOY QUEST	1.95
0109	SKI ELASTER	1.95
3549	CYBERBLAST	1.95
3731	SPACE WRECKED	1.95
4616	CYTRON	1.95
6024	DOWN HOME CHRISTMAS	1.95
2427	BACK TO THE FUTURE PART II	1.95

GRAPHICS

5887	IMAGE F/X VERSION 2.1	199.95
5589	TV PAINT 2.01 FOR ALL BOARDS	79.95
5676	IMAGE MASTER R/T VERSION 1.5	24.95
5716	PRO PICS VOL 3 STILL LIFE IMAGERY	4.95
5717	PRO PICS VOL 4 ABSTRACT IMAGERY	4.95

SEAGATE SCSI & IDE HARD DRIVES

5037	2.5" 60MB IDE ST-9077A	44.95
5308	2.5" 120MB IDE ST-9145A (A600/A1200/SX-1)	98.95
5372	2.5" 120MB IDE ST-9145AG (A600/A1200/SX-1)	98.95
4712	CABLE A600/A1200 TO 2.5 IDE DRIVE	2.95
5166	3.5" 260MB IDE ST-3290A (A4000)	109.95
5119	3.5" 11MS 504MB IDE ST-3600A (A4000, PAR)	189.95
5350	3.5" 11MS 528MB IDE ST-3655A (A4000, PAR)	199.95
65271	3.5" 12MS ST5660N 545MB FAST SCSI-2	366.95
65272	3.5" 9MS ST31200M 108 SCSI-2 ULTRA FAST	509.95

MAXTOR SCSI & IDE HARD DRIVES

4693	2.5" 120MB IDE (A600/A1200/SX-1)	98.95
55117	3.5" 120MB SCSI	79.99
5219	3.5" 245MB SCSI MODEL 7245	109.95
65276	3.5" 72905 290MB SCSI	129.99

QUANTUM SCSI & IDE HARD DRIVES

4810	2.5" 0RS 160MB IDE (A600/A1200/SX-1)	129.99
4817	2.5" 0RS 80MB IDE (A600/A1200/SX-1)	79.99
4712	CABLE A600/A1200 TO 2.5 IDE DRIVE	2.95
1893	3.5" 17MS 52MB LPS SCSI	38.95
2856	105MB LPS SCSI HD	84.95

REMOVABLE HARD DRIVES

2692	STQUEST INTERNAL 45MB	79.95
4231	STQUEST 8MB EXTERNAL KIT	134.95
5103	STQUEST 3.5 105MB INTERNAL SCSI	148.95
5190	STQUEST 3.5 105MB INTERNAL IDE A4000	79.95
2621	600MB CARTRIDGE RICHON OPTICAL	59.95
61050	OPTICAL CARTRIDGE 650MB	59.95

MICE/TRACKBALL/JOYSTICKS

PURCHASE ANY JOYSTICK AND GET BACK

5971	TO THE FUTURE II FREE! #2427 OR PAY ONLY	1.95
5971	SUPER CD32 CONTROL PAD - works with all Amigas	19.95
6094	QUATRO JOYSTICK - SHAPED LIKE TAC 2	9.95
6096	MEGAGRIP II JOYSTICK - SHAPED LIKE MAVERICK	9.95
6095	MEGAGRIP II JOYSTICK - SHAPED LIKE PYTHON	14.95
5960	MAVERICK I JOYSTICK QUICKSHOT	4.95
4445	TAC-3 JOYSTICK	3.95
4934	TAC-3 JOYSTICK	3.95
5906	PORT REF - AUTO SENSING PORT SWITCHER	9.95
1416	TRACKBALL AMTRAC	39.95

MEMORY CHIPS WE HAVE THE LOWEST PRICE!

2235	256K X 4 80NS ZIPP PAGE MODE (A3000T CHIP)	3.95
5731	68882 25MHZ MATH CO PGA STYLE (HAS PINS)	19.95
3950	GVP 400 A3000 ACEL ONLY 1MB SIMM 40NS	48.95
10380	SUPER BUSTER IC CHIP A4000 REV-11	32.95
2205	IC PAULA CHIP 8364	19.95
5212	KICKSTART 1.3 ROM	8.95
4569	CRYSTAL OSCILLATOR FOR WARP ENGINE 33MHZ	3.95
4570	CRYSTAL OSCILLATOR FOR WARP ENGINE 30MHZ	3.95

MISC

5520	EPSON ACTION LASER 1500, 6PPM, 300DPI, LASERJET III & EPSON COMP, 1MB plug in extra ram upto 5MB	399.95
5541	PRIMERA PHOTO-REALISTIC UPGRADE KIT	47.95
5741	STEREO ADAPTER 1/8 MINI FEMALE TO RCA STEREO	1.95
3500	allows you to use any computer speakers w/Amiga	1.95
3835	CONNECTOR HD POWER Y ADAPTER, ADD EXTRA HD	1.95
4461	THE LUCASFILM AIR COMBAT STRATEGY BOOK	1.95
5441	TOASTER ESSENTIALS VHS 2.0 PROFESSIONAL TECH.	4.95
5736	PROF TECH. TOASTERPAINT & CG VHS	4.95
2543	IMAGE F/X TUTORIAL VIDEO - 2 VHS TAPES	7.95
1262	DESKTOP VIDEO GRAPH 1 VHS	2.95
5121	MASTERING AMIGA FOR BEGINNERS BOOK	3.95
4847	MASTERING AMIGADOS 2.0, VOL. II BOOK	3.95
4984	MASTERING TOASTER TECHNOLOGY BOOK	3.95
5174	MASTERING AMIGA AREXX BOOK	3.95
5250	MASTERING AMIGADOS 3.0 VOL I BOOK	3.95
5601	MASTERING AMIGADOS 3.0 VOL II BOOK	3.95
6078	ASCOM DRIVER NEWEST VERSION 2.12	38.95
2027	W500 INTERNAL DRIVE CBM	19.95
4872	A600 INTERNAL FLOPPY DRIVE CBM	19.95
4098	A3000 INTERNAL DISK DRIVE A.I.R.	39.95
4834	A4000 INT. REPLACEMENT FLOPPY H-BEN. CBM	39.95
5501	POWER HI-DENSITY INTERNAL FLOPPY	44.95
5367	POWER HI-DENSITY EXTERNAL FLOPPY	59.95
4357	A2386X5 BRIDGEBOARD 25mb w/1mb	98.95
2088	CM 2088X2 BT BRIDGECARD w/ 5.25" Floppy	9.95
5062	GVP A1200 SCSI RAM OPTIONAL FPU, UP TO 4MB	24.95
4327	GVP A1200 SCSI, OPTIONAL FPU, EXP UP TO 8MB	39.95
6105	A1200 MTEC 42MHZ 030 W/42MHZ FPU W/OK	124.95
5850	DATALYFER SCSI PLUS 4000 EXPAN. SYSTEM	48.95
1103	MICROBOTICS HARDFRAME SCSI FOR A2000	24.95
4827	TRIFECTA 2000 EC IDE & RAM CONTROLLER	24.95
4735	ICD TRIFECTA 2000 LX SCSI & IDE & RAM	38.95
3704	AD IDE 44/ADSPED KIT	38.95
4596	SPECTRUM 24-BIT FRAMEGRABBER EXTERNAL	98.95
5193	RETINA 2 4MB W/TV PAINT V2.0	298.95
5868	RETINA 23 VIDEO ENCODER MODULE	49.95
5251	DKB 3128 3000/4000 Z3 RAM CARD (W/OK)	149.95
5364	DKB 2632 RAM BOARD (A2500 RAM EXP.) OK	89.95
5122	ASDO LAN-ROVER ETHERNET CARD	98.95
3881	MULTISTART II - REQUIRED A500 REV3 3.1 ROM	18.95
5856	AMIA FOR THE EMPLANT	39.95
2032	A500 POWER SUPPLY	19.95
4875	A600/A600HD POWER SUPPLY	19.95
2033	A3000 POWER SUPPLY	38.95
4864	A4000 POWER SUPPLY	32.95
6100	BIGFOOT CD32 20WATT POWER SUPPLY	69.95
6101	BIGFOOT CD32 adapter works with all bigfoots	9.95
5940	A500 A600 A1200 INT. High Density Floppy - AIR	99.95
4871	A600 KEYBOARD	17.95
2147	A1000 REPLACEMENT KEYBOARD	24.95
10127	A1200 KEYBOARD	24.95
4266	A3000T KEYBOARD	59.95
5503	I/O EXTENDER SERIAL KIT (MUST OWN I/O EXTGVF)	4.95

UTILITIES SOFTWARE

5930	AMIGA DOS 3.1 KIT A5340 W/ROMS	119.95
4645	AMIGA DOS 2.1 SOFTWARE UPGRADE ONLY	19.95
5712	ASIM CD FILE SYSTEM V2.0 OEM (UPGRADEABLE)	24.95
4463	GAMAGEM VERSION 3.12	29.95
5719	BATCH FACTORY VERSION 1.2	19.95
5804	DESKTOP MAGIC - Screen saver & sound manager	19.95
5804	DESKTOP MAGIC - Sound & artwork pk 1	9.95
3921	HISOT DEVPAC 3	34.95
4534	AMOS PROFESSIONAL	24.95
5988	MAXDOS VERSION 2.5 - transfer Mac files	49.95

VIDEO HARDWARE & SOFTWARE

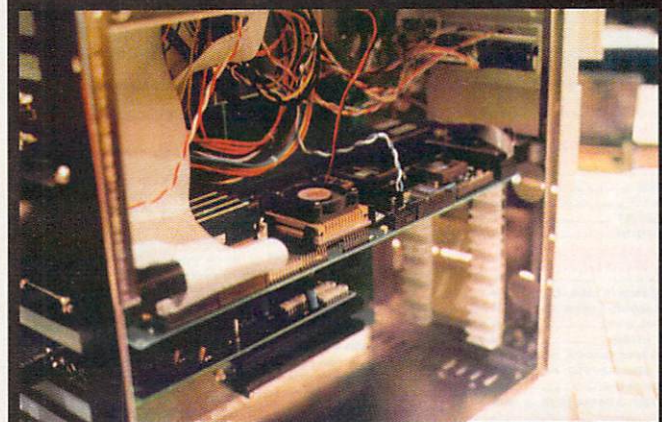
5108	VIDEO TOASTER A4000	NEWTEK	999.95
3628	VIDEO TOASTER 2.0	NEWTEK	749.72
4622	NEWTEK TOASTER LINK (LINK TO A MAC)		174.95
5433	V-STATION 3300 A/B EDITOR FOR TOASTER		395.95
3639	KITCHEN SYNC DUAL TBC - DIGITAL CREATIONS		498.95
4009	KITCHEN SYNC GENLOCK OPTION		69.95
4260	NUCLEUS SINGLE FRAME CONTROLLER V2.5		158.95
4342	TOASTER COZY A4000		99.95
5600	TOASTER TOOLBOX 4000 MINITOWER		98.95
4052	DCV PAL VERSION		99.95
5175	MONTAGE FONTS VOLUME 1		69.95
5292	LIGHTRAVE 3.1 TOASTER DONOLE		39.95
5421	TOASTER TOOLKIT 4000		28.95
5150	TOASTER F/X, PAINT ON TOASTER BUFFER, REQUIRES IMAGE FX		
	V1.5 OR HIGHER, 2MB CHIP RAM		29.95
5318	WAVELINK LINKS TWO LIGHTWAVE MACHINES TO SHARE		
	RENDERING POWER W/ CABLE & SOFTWARE		29.95

NAB '95



NAB '95 was the big event in video and graphics technology. In the last few years, this exposition has grown and matured from basically a television and radio forum to a multimedia presentation exposition. With more graphics and design work being performed at the local level, it is important for the independent and affiliated station personnel to see the latest in software and hardware for their needs.

NewTek was one of the first personal computer suppliers to bring their solutions to the NAB floor. Now names such as IBM, Apple, Hewlett Packard, Avid Technologies, and more are flooding the main exposition hall. Side halls have been provided for auxiliary support products, such as 3D and morphing programs, low cost switchers, and other solutions. NAB has even provided an area for multimedia tools as more and more cable companies investigate the opportunities in providing more than just linear film presentations.



Video Toaster User Pavilion

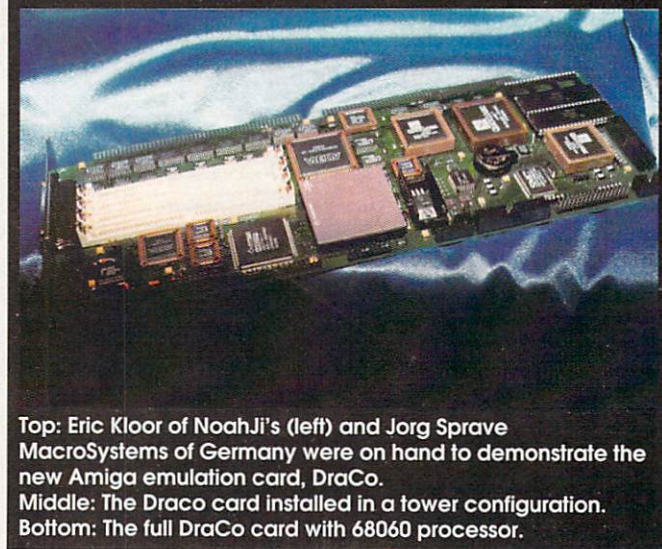
The Video Toaster User Pavilion was some distance from the main show floor in its standard spot at the Hilton complex. This year's pavilion was even smaller than last year's which had been smaller than the year before. Once the rising star of this show, the Amiga was dealt a stern blow by its current status as a computer without an owner. While many Amiga producers have created new products which run on Windows systems, some diehard Amiga vendors have continued to provide products for the Amiga videophiles.

DraCo

One of the most interesting Amiga products at NAB was the DraCo emulation system from MacroSystem of Germany. MacroSystem remains one of the last hardware developers completely committed to the Amiga platform. Their DraCo was demonstrated by MacroSystem and Nohaji's from the US. The system was shown running multiple software programs in a 68060 Tower configuration. The AmigaDos system will be available this summer in a 68060 50MHz version. A 66 MHz version will be available this fall.

DraCo was designed to be a non-linear machine, yet the Amiga emulation works with all software and hardware that does not require the Amiga custom chipset. DraCo can run programs such as ADPro, MorhPlus, PageStream, ImageF/X, Imagine 3.2, Real 3D, and others. DraCo will run anything that will work on the Retina.

DraCo, being a software emulation, has difficulty working with any proprietary products that have not followed the guide lines for Amiga software. Any hardware (such as the Video Toaster) or software that works directly with the hardware of the Amiga and



Top: Eric Kloor of NoahJi's (left) and Jorg Sprave MacroSystems of Germany were on hand to demonstrate the new Amiga emulation card, DraCo.
Middle: The DraCo card installed in a tower configuration.
Bottom: The full DraCo card with 68060 processor.

bypasses standard precautions under AmigaDOS will cause problems and will not work correctly.

Two options are currently available for non-linear editing with the DraCo. The DraCo VLab Motion is promoted by its designers as being able to yield 30MB/second if there were hard drives capable of this speed. The Zorro II version of the VLab Motion can deliver up to 10MB/second with the burst mode. The third DraCo direct 32-bit slot is for the DEC Alpha option which will allow MovieShop, the non-linear software for VLab Motion, to render effects in real time.

Macro-Systems also discussed future plans such as a 68060 accelerator for the A2000, A3000, and A4000. There was even a hint at a portable DraCo. Jorg Sprave of MacroSystem was extremely interested in working with the new owners of the Amiga to provide them with the DraCo system as an alternative for the current firmware.

A quick demonstration of this software solution was well worth the wait. The menus flew across the screen as the Amiga moved in rapid succession through its work. A complete review on the finished system should yield some very interesting results.

Village Post

Another German Amiga supplier on-hand was Village Post. Hubert Neumeier had information and presentations available on a variety of products they are currently producing for the Amiga. The Picasso II-RTG is a Zorro-Bus graphics board that supports up to 256 colors with WorkBench 3.1, definable resolutions as high as 1600 x 1280 pixels, and HiColor (16-bit) and TrueColor (24-bit) graphics.

Their Ariadne is a network card that fits in all Zorro-bus Amigas. The Ariadne supports 10base-2 and 10Base-T cables. It has a SANA-II compatible driver for ethernet and parallel port, a 32K byte cache support for the CPU, and it includes Commodore's network software Envoy.

Pablo is a video module that expands the Picasso II with two additional video outputs. The Pablo allows you to view your Picasso output on any TV or VCR.

PreVue Technologies

PreVue Technologies released the Sync Trap, an auxiliary Sync input for the Video Toaster 4000. The Sync Trap gives the Video Toaster a separate reference video input which then frees up input 1 from being a dedicated sync input. The Sync Trap adds an auxiliary BNC on a separate connector plate which can then be cabled to a Toaster header connector.

PreVue also showed a new video transport control panel which provides basic transport control for video-tape recorders and hard drive-based video recorders. The control panel plugs into a 9-pin remote.

FutureVideo

FutureVideo was on-hand with V-Station 3300. V-Station 3300 is an integrated software and hardware solution with advanced auto-assembly editing software and on-line help. The multi-tasking controller unit provides control of 3 VTRs, 3 programmable GPI triggers, as well as an interface to the Amiga. The controls are intuitive and simple mouse clicks allows you access to a variety of editing functions.

Amiga Library Services

ALS was showing several of their new CD-ROMs specifically for the Video Toaster and graphics market. Texture Gallery 1995 is a 2 CD-ROM set of textures designed for the graphic artists. Texture Gallery contains nearly one thousand 24-bit textures in a variety of file formats. Texture Gallery is \$44.95

Light Rom 1995 is a Multi-platform CD-ROM that can be used with all versions of Lightwave. Its 650MBs of ready-to-render Lightwave scene files and thousands of Lightwave objects will help any struggling artist over a creative block. Light-Rom 1995 is \$39.95.

Flight Recorder

Amiga Video Warehouse was on hand with their Video Toaster Flyer expansion chassis, the AVEC Flight Recorder. It holds up to 8 SCSI devices and 8 PC style cards. It has 3 5.25" bays, 7 3.5" bays, and a 200+ WATT power supply. AVEC is available from Amiga Video Warehouse for \$349.

CD Solutions

Need an Amiga monitor? CD Solutions has created the CD-1401 which automatically scans from 15KHz to 36KHz and sizes to edge! The .028mm dot pitch and high contrast non-glare glass monitor works with all Amiga timings, supports unlimited colors, and runs with lower power and less heat.

Windows Gains Support

NewTek led a variety of Amiga vendors into the Windows arena with their announcement of the Toaster for Windows early on Sunday before the official start of the show. NewTek has used the preshow time for the last few years to announce new products and provide open meetings with their dealers and end users. According to one attendee, this year NewTek followed their stunning announcement by inviting users to a game of laser tag at UltraZone nearby. While NewTek has been known for just such generous displays in the past, some industry watchers wondered if this abduction was performed so that people would not notice the Play demonstration by ex NewTek employees at the same time.

Play's Trinity

Although Play's presentation was over 45 minutes late, several hundred curious



Tower Wars

The A4001T from Eagle computers was just one of several tower configurations for the A4000 shown at NAB. The A4001T has 2 switchable Video Slots, 8 Zorro II/III Slots, and 5 PC/AT Slots, 6 5.25" Drive Bays, and 4 3.5" Drive Bays.

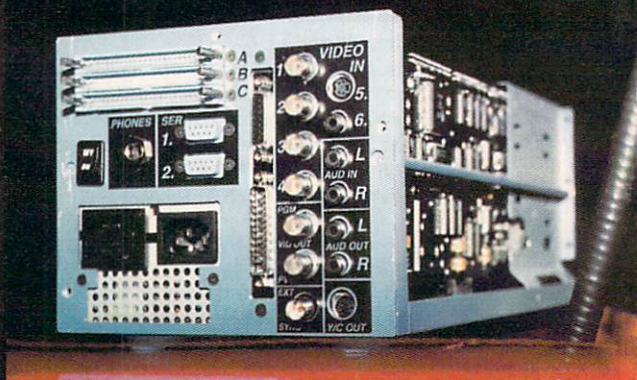
invited guests waited for Play's new announcement. Play, a combination of Digital Creations and some of the central management from NewTek, provided their guests with the first look at their version of a Video Toaster for Windows NT and other platforms. Trinity is a \$5995 complete ready-to-edit 10 input switcher, timeline editor, 10 NS character generator system, with two channels of digital effects, paint animation & composing, dual channel still store, chroma key with transparent shadows, color effects processor, and two TBCs with true color corrections.

The Play team have provided a list of add-ons including a \$4995 Preditrix (sic) dual channel non-linear editor. It includes two D1-quality online non-linear audio/video channels and it requires two SCSI hard disk drives. There is also the Warp Engine option for \$7995 which provides real-time 3D digital effects editing.

Although the demonstration did have some trouble starting on time and there was some problems with the hardware early in the process, the Trinity system appeared very formidable. However, an exact delivery date was unavailable at press time.

Portable Video Toaster for Windows

Tim Jenison, of NewTek said, "With the Video Toaster for Windows, we're opening our doors to millions of Windows-based video producers." The new Video Toaster utilizes NewTek's proprietary video compression technique, VTASC, for real-time recording, playback, and non-linear editing. The unit features a built-in time base corrector and utilizes off-the-shelf computer hard drives for recording video.



NewTek's Toaster For Windows

Tim Jennison (top left) surprised Toaster users with a portable Windows Toaster unit. NewTek continued to show a new alliance with the Windows market with their show booth strategically placed by IBM (Top Right). The rear of the Windows Toaster (lower right) shows a surprising amount of expansion capabilities.

In addition, you can work with a total of 8 tracks of 16-bit, CD-quality audio. The Video Toaster serves as both a Record Deck in the field and an A/B Roll Edit System in the studio. Pricing for the stand-alone Video Toaster begins at \$7995.00, and the system is expected to ship in the third quarter of 1995. A professional model, which includes a built-in control module with 5.6" LCD monitor screen and front panel buttons, will also be available for \$9995.00. Both models will ship complete with the ability to run Video Toaster software when connected to any computer running Windows NT or Windows 95. In the field, the professional model can be operated entirely from its front panel LCD controls. It can even perform basic editing on the fly. It will include LightWave 3D.

The heart of the new Video Toaster is the Flyer non-linear editing hardware. The Flyer's operating system has been completely rewritten to act as the brain of the new Toaster. At the same time it remains fully compatible with the current Flyer hardware, which will allow Video Toaster Flyer owners to convert their present Video Toaster system into the new Video Toaster easily. The new Toaster not only works with Windows NT but also with present Amiga Toaster systems.

NewTek also announced that Video Toaster Bay (essentially the new Video Toaster package minus the Flyer) will be available to current owners who want the expanded capabilities of the portable system while retaining all of the abilities of their current system. The cost of the Video Toaster Bay for current Flyer users will be \$2995.00. The professional version will be \$4995.00.

NewTek Makes Alliances

NewTek also announced that they had joined forces with Xaos Tools. NewTek will bundle Xaos Tools' "Pennello" animated brushing technology into the new multi-platform version of LightWave 3D available for Windows and Windows NT on Intel, DEC Alpha and MIPS based systems, as well as the Amiga. In addition, Xaos Tools will be the worldwide exclusive distributor of NewTek's LightWave 3D animation system on the Silicon Graphics platform.

NewTek also announced that they have licensed the Host Independent Imaging Protocol (HIIP) from Elastic Reality, Inc. for inclusion in NewTek's Video Toaster and LightWave 3D products. As a result of this license, Video Toaster and LightWave 3D users will have seamless

connectivity to the most important image file formats in the film, television and multimedia industries. HIIP is a single unified programmer's library which hides from view all of the complexities associated with supporting a large number of image file formats across multiple computer platforms.

Users of LightWave 3D and Video Toaster System 4.0 will benefit from HIIP's automatic file format detection which frees users from having to remember an image's format or having to adhere to a rigid file naming convention. HIIP's flexible sizing and color space conversion capabilities give NewTek customers the creative freedom to be able to always use the right image for any desired purpose. HIIP's inclusion in the Toaster System 4.0 software allows Switcher, ToasterPaint and ToasterCG to make use of images in more than 20 formats including: JPEG, PICT, Alias, Wavefront, Targa, SGI, TIF and Cineon.

Elastic Reality Inc. (formerly ASDG), recently merged with Avid Technology, Inc., and is best known for its namesake product, the multiple-award winning Elastic Reality special effects system. Amiga users still utilize their major graphics product, ADPro.

•AC•

IN FULL SUPPORT OF A PROUD AND POWERFULL AMIGA HERITAGE



Wonder Computers includes:

Canada's largest Amiga-only retail chain.
Four Commodore™ Authorized service and training centres.
Lazarus Engineering, a software and hardware engineering division.

Wonder Computers features:

NewTek™ products that make your Amiga's video fly.
PC-Task™ to open new Windows™ of opportunity.
PSION™ Palmtops which link your Amiga to portability.

Wonder Computers would like to thank all of the dedicated Amiga owners, dealers, and developers who have persevered through the Commodore™ liquidation. Let's work together to recapture the Amiga magic.



WONDER

COMPUTERS INC.

OTTAWA

1315 Richmond Road
613-596-2542

TORONTO

371 Old Kingston Road
416-286-0001

MONTREAL

130 Laurier Street West
514-279-0002

LONDON

395 Wellington Road
519-681-0004

Wonder Computetrs is the official North American distributor for PC-Task and DirWork, dealer inquiries welcome

COLOR CORRECTION 102: Advanced 1-To-1 Pixel Transformations

by William Frawley

Last time we examined the nature of 1-to-1 pixel transforms with a look at some of the more common of these transforms used in image enhancement applications. This month, we'll delve a little deeper into this topic as we probe additional specialized transforms — transforms which can be created by you, the user, with ImageFX's (Nova Design) flexible Custom...Color Transform operator. Additionally, the secrets of histograms and their importance in the color correction process shall be completely revealed. Finally, if you've been intimidated from getting familiar with some of the more esoteric operators that ADPro and ImageFX have to offer, we'll hopefully expand your comfort zone with them by demystifying their functions and use. Before we begin, however, a brief review of the nature of 1-to-1 pixel transforms is in order for any of you stragglers out there.

Review of 1-To-1 Pixel Transformations

Remember, 1-to-1 transformations are functions which take the value of an input pixel, process it in some way and then return a new value for that pixel. The algorithm then moves on to the next pixel in the image and repeats the same procedure. Graphically, the transformation function map shows the relationship between input intensities and output intensities of a certain image. Written mathematically, the relationship appears as $y=f(x)$. For example, in a Null Transform such as $y=x$, absolutely nothing different happens. What goes in is exactly the same as what comes out; hence, the name Null or Neutral Transform (Figure 1).

Also recall that 1-to-1 transforms do not necessarily imply a linear relationship, only that one pixel is dealt with at a time

and is not dependent on the value of other neighboring pixels as in convolutions or dithering procedures. What happens to that pixel's value can be described graphically by any type of curve, linear or non-linear, existing in a two-dimensional plane. Something can be described as being non-linear if its output is non-proportional to its input. For instance, a Gamma Transform could be described as a function closely resembling a non-linear, logarithmic curve. Usually, this type of pixel transformation is used to correct the perceived brightness of a monitor because of a phosphor's non-linear response to the intensity of the beam striking it. With the help of ImageFX's flexible Color Transform operator, you'll see that there are countless non-linear transforms that can be created to change an image's overall intensity map.

Rolling Your Own Transforms With ImageFX

With ImageFX's Custom... Color Transform filter, you are able to create your own transformation algorithm with considerable ease. And with release 2.0 comes the added benefit of being able to choose how you draw the transform curve — be it freehand sketch, line segments or splines. With this flexibility, there is nay a transform that will elude your arsenal of color correction tools, especially with the ability to load and save your new transforms for future use. Of course, there are a number of useful transforms that come with ImageFX to get you started exploring. Release 2.0 also lets you preview the results of an operation with thumbnails of your image; quite a handy little feature, amongst many others. With that in mind, let's take a look at four pixel transforms we did not have a chance to cover last time.

Still More 1-To-1 Pixel Transforms

THRESHOLD: Basically, this transform is a special case of the posterization transform. The difference here is that there is only one cut-off point resulting in a drastic reduction in output values (Figure 2). Not too useful, except perhaps in creating monochrome clipart where you have the ability of choosing what gets black or white. It's important to note the overlap in function of these various operators and filters. With the proper palette, the False Color filter (described on page 24) can achieve exactly the same results as this transform.

SOLARIZE: Despite the fact that this transform is also available as a normal filter, reproducing it here with the Color Transform filter gives us a better idea of it's true nature. A Solarization transform increases the brightness of all the darkest pixels below a certain value in a negative fashion, while maintaining all colors above the cut-off point with a neutral curve (Figure 3). Essentially, in this V-shaped curve, all the hues most visible are kept intact while destroying the darker regions of the image.

SAWTOOTH: This arbitrary transform provides a useful highlighting of particular image features by dividing the input range into a series of output sweeps, a kind of banding technique. As you can see in Figure 4, each sawtooth acts as an extreme contrast enhancement range, giving the entire image high contrast features. Note the wrap-around effect at the boundaries between the sawtooth ranges. Mathematically notated as $f(x)=\text{frac}(x*\text{ranges})$. This transform is commonly applied in medical imaging to help distinguish certain regions for detailed analysis.

DOUBLEGAMMA: This is a transform created by myself, and to me has an aesthetically pleasing contrast effect on images. Essentially, darker pixels are made slightly darker without getting clipped because of the gamma-shaped curve. Similarly, lighter regions above the midway point are brightened without the undesirable clipping that occurs with Brightness curves. The result of this transform has an effect similar to a carefully expanded histogrammic equalization filter, a tool that, as we shall now see, is indispensable for any type of color manipulation work.

Histograms

First, what is a histogram? A histogram is a two-dimensional graph describing the relative number of pixels in an image at each luminance or color value. Its analysis determines the total number of different colors, or in the case of greyscale images, the total number of brightness levels out of a possible 256, and charts this population distribution graphically. The horizontal axis represents the luminosity or brightness levels in increasing intensity from left to right, and the vertical axis shows the relative number of pixels at each intensity level. Essentially, a histogram conveys only where most of the pixels in an image are lying, not where the most significant area of image is.

However, with the use of histograms, we can more effectively apply transforms because we are able to see the overall brightness or color distribution of an image before we act on them. In other words, histograms help identify important relationships between the image and its luminance distribution. For example, mountain-shaped clusters of spikes tend to indicate a large number of pixels with nearly the same luminance value, or if there happens to be a disproportionate number of pixels with the same color or brightness, there will sometimes be visible only a single spike extending to the top of the graph. Unfortunately, since the graph is vertically scaled to show the "relative" number of pixels at a given brightness value, the remaining pixel population with varying intensity levels will be severely outweighed in the scaling process and might not be visible on the graph. Your best guess or temporary removal of these offending regions would be the only recourse to effectively work with a histogram in this circumstance.

Histograms are most effective with full-color images containing millions of

Figure 1

An example of a basic Null transform using ImageFX 2.0's enhanced Color Transform tool, which allows the user to create a custom correction curve by using either freehand drawing, line segments or splines. These custom curves can be saved and loaded for future use. Excellent!



Figure 2

A Threshold transform forces pixel values to either a minimum or maximum value depending on where they lie relative to some cut-off point. This transform drastically reduces the number of colors or brightness levels to a very few.



Figure 3

In a Solarization transform, all the darkest pixels below a certain brightness value are negated, while keeping intact all hues above the cut-off point with a Null-like transform.

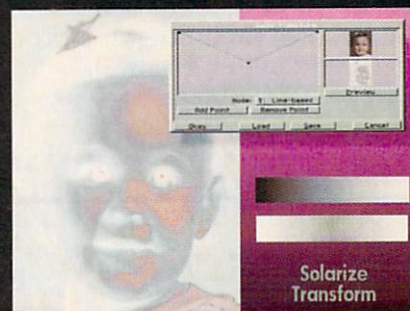


Figure 4

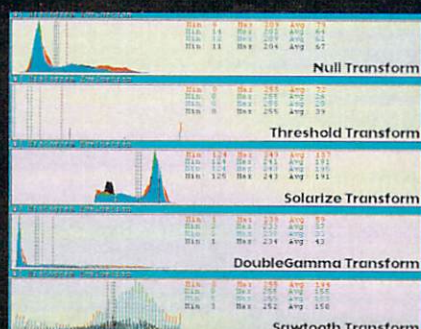
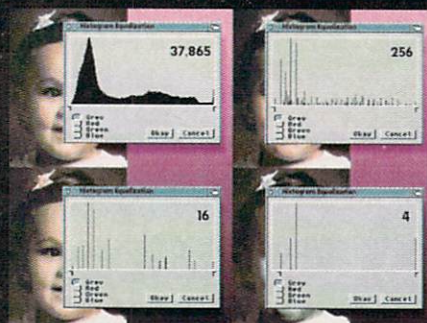
Sawtooth transforms, commonly used in the medical imaging, divide successive regions into bands that range from minimum to maximum intensity levels. This makes it possible to visually distinguish certain regions for more detailed analysis.



Figure 5

This DoubleGamma transform created by the author has an aesthetically pleasing effect on some images. Essentially, darker pixels are made slightly darker without getting clipped because of the gamma-shaped curve. Similarly, lighter regions above the midway point are brightened without the undesirable clipping that occurs with Brightness curves. The result of this transform has an effect similar to a carefully expanded histogrammic equalization filter.





Figures 6 (Far Left):
This is a histogram analysis performed on several versions of an image. Each version shows the number of colors available in the image and its correspondingly less detailed, and hence useful, histogram.

Figure 7 (Left):
Using ImageFX's "Hist" hook, this is a series of histograms performed on the five transforms seen in Figures 1-5.

colors as these types of images produce a more detailed and thorough distribution curve. As shown in Figure 6, the full-color image containing 37,865 distinct colors, as revealed by ImageFX's "Count Colors" filter, produces a histogram with a finely detailed distribution curve; whereas the reduced color versions of the image show a correspondingly limited number of intensity spikes. Incidentally, these histograms were produced with ImageFX's "Histogram Equalization" filter, whose function will be more thoroughly explained in the next section. Additionally, the ImageFX Hook called "Hist", short for

Histogram obviously, produces a color histogram illustrating the breakdown of the color components along with maximum, minimum and average brightness levels for each respective component such as red, green, blue and black. Figure 7 shows a series of histograms created by the Hist hook for each of the transforms dealt with previously.

Histogramic Equalization

Now that we know what histograms are, below are general descriptions and implementation procedures for a few of the operators/filters in ADPro and ImageFX

that either use or are procedurally similar to histogram equalization. The operators with similar functions are listed with the software titles in parenthesis.

**INTENSITY RANGE (ADPro)/
HISTOGRAM EQUALIZATION (ImageFX):** Same function with two different names in two different programs, this operator/filter is a two-step process. First, the passive part of the process produces a histogram of the current image for informational purposes. At this point you can stop here if all you need is to see the luminance distribution curve. ImageFX 2.0 also has the option of viewing histo-

800-735-2633

VisionSoft
P.O. Box 4398, Carmel, CA 93921, U.S.A
sales@visionsoft.com

800-735-2633

Memory		Upgrades & Custom Chips		Peripherals	
1x4-70ns Static Column Zip	24	1.3 Kickstart Rom	19	A500 880K Fl Dr	45
1x4-80ns Static Column Zip	21	2.04 Kickstart Rom for A500/2000	39	A500 1.76 mb High Density Fl Dr	139
1x4-70ns Page Zip	22	2.04 Kickstart Rom for A3000	59	A4000 1.76 mb High Density Fl Dr	139
1x8-70ns Simm	45	2.05 Kickstart Rom	45	A500 Keyboard	49
1x8-80ns Simm	44	2.1 Upgrade Kit for A500/2000	85	A2000 Keyboard	79
1x8-100ns Simm	42	2.1 Upgrade Kit for A3000	89	A3000 Keyboard	79
4x8-60ns Simm	139	3.1 Kickstart Rom for A500/2000	69	DataFlyer 500	169
4x8-70ns Simm	134	3.1 Kickstart Rom for A3000	89	DataFlyer Ram Card	98
4x8-80ns Simm	130	3.1 Kickstart Rom for A4000	79	DataFlyer SCSI Card	98
1x32-60ns Simm	159	3.1 Upgrade Kit for A500/2000	129	Math Co Processor	
1x32-70ns Simm	149	3.1 Upgrade Kit for A1200	145	MC 68010 CPU	15
2x32-60ns Simm	319	3.1 Upgrade Kit for A3000	139	68882 PLCC 25mhz FPU	45
2x32-70ns Simm	309	3.1 Upgrade Kit for A4000	139	68882 PLCC 33mhz FPU	89
4x32-60ns Simm	519	8520 CIA	17	68882 PLCC 40mhz FPU	119
4x32-70ns Simm	509	8520 CIA Surface Mount Chip	35	68882 PGA 40mhz FPU	89
8x32-60ns Simm	999	8372A 1mb Agnus	39	68882 PGA 50mhz FPU	99
8x32-70ns Simm	989	8373 Super Denise	39	68030-50mhz w/ MMU	139
256x4-70ns Page Zip	6	8364 R7 Paula	19	68040-25mhz w/ MMU & FPU	169
256x4-100ns Page Dip	6	5719 Gary	19	68040-33mhz w/ MMU & FPU	299
GVP 32 1mb Simm	49	Fat Gary	89	68040-40mhz w/ MMU & FPU	439
GVP 32 4mb Simm	199	Western Digital SCSI Chip Rev 8A	59	Crystal Oscillators	9
GVP 32 16mb Simm	859	Super Buster Rev. 11	89		

Info : (408) 626-2633
Fax : (408) 625-6588
BBS: (408) 625-6580



Visa, Master and Discover Card orders are accepted with no surcharge. We also ship COD only in payment of Cash, Cashier's Check or Money Order. All returns must be returned and accompanied with a RMA# within 15 days. Defective products will be replaced with the same item only. Other returns subject to 25% restocking fee. Shipping & Handling charges are non-refundable. Price & availability are subject to change without notice. We do not guarantee hardware and software compatibility. We are not responsible for any typographical errors.

Circle 120 on Reader Service card.

Figure 8

The original, scanned wood texture is shown at top with its corresponding histogram produced by ADPro's Intensity Range operator. The middle image shows the dramatic improvement of overall contrast by expanding the distribution of pixel values on both sides of the spectrum with the histogram equalization power of the Intensity Range operator. Finally, the bottom image is the result of using ADPro's less flexible "Hist_Equalization" operator. Because its effect differs slightly from that of "Intensity Range", this operator's nomenclature may confuse those already familiar with ImageFX's Histogram Equalization filter, whose function is identical to ADPro's Intensity Range operator.

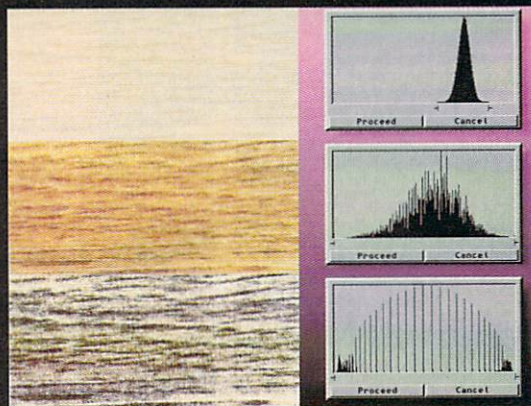
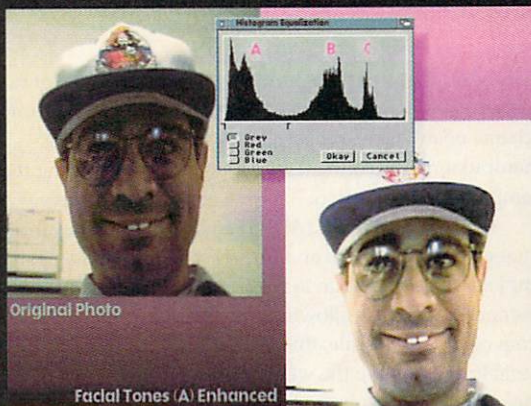


Figure 9

Here, the dominant regions of the image are displayed nicely in a histogram: A) the darker facial area B) the medium bright background C) the very light portions of the baseball cap. Adjusting the histogram equalization by surrounding the darker facial area (A) with the range limiters, we can increase the brightness and enhance the contrast of just that area for a much better tonal result in the face. Note that the other two unimportant regions (B) and (C) get clipped to white.



grams for each separate color component RGB as well. Secondly, the active part of the procedure allows you to adjust the upper and lower range limiters to either enhance or compress your image in various ways. If the image shows very few, if any, significant population centers (Figure 8, top), you can enhance the overall contrast by surrounding the distinct region with the range limiters. This will effectively spread out the highs and lows of the image across the entire luminance bandwidth, using as many possible brightness levels as can fit in the available bit-planes of the image. If the image was very compressed to start with, you will see quite dramatic results with this operator (Figure 8, middle), almost as if a dirty film were removed from the image. Basically, this is a much more versatile Contrast filter, allowing you to pick the low and high cutoff values that might get clipped. Note that you do have to do one end of the range at a time for this filter to work properly.

Additionally, this filter can be used to enhance only a certain significant region of an image. Inevitably, one of the side effects of this procedure will be a reduced number of colors because of the number of pixels that get clipped to either extreme. For example, in Figure 9 the image in the upper-left shows a fairly expansive distribution of

its available pixel population. We also see that there are three significant regions of the curve. Labelled (A), (B) and (C), they represent the darker facial features, the medium-bright background, and the very bright region of the baseball cap, respectively. In this case, we want to enhance the regions of the face because they are too dark, so we position the upper range limiter somewhere between region (A) and (B) and accept the requester. This will then scale all those pixels lying in (A) to fill the entire brightness spectrum, resulting in a much more useful image of the subject (Figure 9, lower-right). Considering the content of the facial expression (buahaha), the background is superfluous.

HIST EQUALIZATION (ADPro): Although this ADPro operator's nomenclature may be a bit confusing with the previous function, its purpose is similar but its results are certainly distinguishable. This operator is completely automatic, allowing no user control. Basically, it first calculates the luminance distribution and then modifies the distribution so it is smoothly spread across the entire luminance bandwidth. Images with a very compressed bandwidth to start (Figure 8, top) will be affected most, but with slightly different results than the other type of histogram equalization (Figure 8, bottom).

DYNAMIC RANGE (ADPro and ImageFX): This operator is exactly the same in both of the software packages mentioned. The Dynamic Range operator calculates the highest and lowest values found in the image. You then have the option of setting a new minimum and maximum value. If so, the image data is remapped to fall between the new minimum and maximum value(s), thereby either compressing, expanding or shifting the image's luminosity distribution. The advantage of knowing the exact minimum and maximum values contained in the image is far outweighed by the fact that you know nothing at all about the significance of the pixel distribution characteristics lying in-between these two extremes. It is probably more helpful to use the Histogram Equalization (Intensity Range in ADPro) operator for more important tasks, and simply use the Dynamic Range operator if you need to reduce some upper level to an exact value (i.e., to prevent NTSC color bleeding).

Color Shifting/Compression/Expansion Transforms

For the sake of completeness, let me briefly mention a couple of operators/filters that fit the description of 1-to-1 pixel transformations and are most useful in their



Figure 10 (Far Left): By emphasizing different components in a Color To Gray operator, subtly different results are produced in the final greyscale image.

Figure 11 (Left): Two examples of ImageFX's False Color filter. The image is remapped to these custom palettes according to the luminance values of the original pixels. Darker pixels remap to the colors in the first available wells of the palette and vice versa. The palettes chosen are "3D" and "BGR," respectively.

own right. These particular filters are more geared toward altering the implicit color scheme of an image, rather than explicitly manipulating the contrast via luminance compression/expansion.

COLOR TO GRAY (ADPro and ImageFX): Both ADPro and ImageFX implement this function in the same fashion. Not merely allowing conversion from color to greyscale, this operator is capable of adjusting the weights with which the red, green and blue color components are factored in the conversion process. This may seem a bit esoteric, but consider this example.

In the top image of Figure 10, you see a full-color, hand-painted nebula to be mapped onto a plane as a color map texture

in Lightwave 3D. Left at that, there would have simply been an opaque nebula in space — not very realistic. However, by taking the negative greyscale of this same image, you can also apply it as a transparency map to provide controlled regions of transparency instead of setting the entire nebula to one lackluster value. By weighting the blue component of the nebula considerably greater than the other components in the Color To Gray operation, I was able to boost the contrast between the bulk of the nebula and the black background (Figure 10, bottom). This made the unpainted areas of the image completely transparent, but gave some opacity to the thin, wispy blue regions of the nebula in the final transparency map. With the standard weighting scheme, the conversion would have yielded a greyscale with much of the blue portions indistinguishable from the black background. Then, in the final rendering of the nebula using this transparency map, nearly all of the blue areas would have been completely invisible.

COLORIZE (ADPro)/**FALSE COLOR** (ImageFX): This operator, like Gray To Color, ultimately reformats a greyscale image into a color one. However, unlike its brethren, it provides many options for actually coloring the greyscale image. I might point out that ImageFX's False Color filter is a limited version of ADPro's Colorize operator, functioning identical to the latter's "Currently Loaded" Colorize option. Needless to say, ADPro's operator is much more feature-laden, and I suggest consulting the manual for a more thorough explanation of the various options.

Turning to the common function of the two, specifically ImageFX's False Color filter and ADPro's Colorize/Currently Loaded option, its whole purpose is to (re)map an image, based upon the luminance values of each pixel, with colors

from an external color palette. See Figure 11 for an example of remapping an image with two different color palettes using ImageFX's False Color filter. Incidentally, this function is the same as DCTV's Remap tool [see *Amazing Computing*, Vol. 8, No. 7, "Exploring Remap" for other uses]. Undoubtedly, one can spend days just playing with this colorization filter and never fully appreciate its worth.

C-Ya-Bye

Now that you hopefully have a better grasp of color correction and manipulation, you can start practicing by processing your entire library of clipart background images and textures. Once this bug bites you, I guarantee free time will no longer appear in your vocabulary. More importantly however, let creativity guide you on some artistic journeys of your own. Despairingly, we haven't even begun scratching the surface of color correction, especially when you consider the complicated process of color separation in the world of print media. Speaking of such, if you've found this topic particularly interesting, I recommend checking out Dan Margulis' column *Makeready* in PennWell Publishing's "Computer Artist" publication. Really heavy Photoshop stuff, but nonetheless chock full of interesting and useful color correction info. Until next time, happy IPing!

Please Write to:
William Frawley
c/o Amazing Computing
P.O. Box 2140
Fall River, MA 02722-2140

Zipperware

"Seattle's Last Great Amiga Store"
76 South Main Street Seattle, WA. 98104
(206) 223-1107 FAX (206) 223-9395
slick@cyberquest.com

Refurbished Hardware:

A3000, 2000, 500 call for
availability/prices

We can configure your Amiga to your
specifications!

NEC 3D Multisync \$299.95
other monitors available!

New Chips-Hard Drives-Controllers

Amiga OS 3.1:

A500/2000 \$124.95 A3000 \$144.95

Amiga OS 2.1:

with 2.04 ROM \$89.95, without \$54.95
These are the real deal kits!

Software:

Deluxe Paint V \$99.95 Datastore \$99.95

AMOS Pro/Compiler Pak \$84.95

Come and visit our retail store in Seattle!
Ask about Overnight/Two Day shipping!

Circle 121 on Reader Service card.

TO ORDER
CALL 800-544-6599
 MON.-FRI. 9-6, SAT. 9-5 CST
 CUSTOMER SERVICE 414-548-8125 • FAX 414-548-8130

FOR A COMPLETE
 PRICE LISTING,
 SEND SASE.



PRODUCTIVITY- UTILITIES

AmiBack Plus Tools.....	79.00
Art Dept Pro 2.5.....	139.00
Batch Factory 2.0.....	49.99
Blitz Basic 2.....	95.00
Brilliance 2.0.....	89.00
C Net Pro 3.0.....	129.00
Can Do 3.0.....	249.00
Checks & Balances.....	38.00
Cross MAC.....	95.00
DLG Pro BBS SW.....	109.00
Deluxe Paint V.....	99.99
Decision Maker.....	NEW!
DeskTop Magic.....	25.00
Disk Expander.....	37.99
Epson Stylus Driver.....	22.00
Final Copy II.....	54.00
Final Writer III.....	99.99
Forge/Essence.....	75.00
Fractal Pro 6.09.....	85.00
Hollywood F/X Lite.....	36.00
Hypercache Pro.....	49.99
Image F/X 2.0.....	235.00
ImageMaster RT.....	59.00
Impact.....	189.99
MaxDOS 2.5.....	74.99

Math Vision 2.4.....	95.00
Mailing List Manager.....	10.00
Multi Layer.....	79.00
On The Ball.....	33.00
Plug Ins & Go!.....	61.99
Power Macros/Lightwave.....	88.00
Sparks.....	125.00
Super DJC3 or LJ4.....	36.99
Surface Pro/LightWave.....	55.99
Twist 2 Database.....	104.00
Video Toaster Upgrade.....	459.00
Wordworth 3.1.....	128.00
World Construction Set.....	146.00

HARDWARE

Accel, Derringer 50MHz.....	499.00
Accel, Warp Engine 4040.....	1325.00
Accel, DKB 1240 28MHz.....	155.00
Accel, DKB 1240 40MHz.....	225.00
Accel, DKB 1240 50MHz.....	319.00
W/ SCSI II Option.....	405.00
Accel, Magnum 68040.....	1349.00
DOS 3.1.....	Call
Disks, DS/HD Box 25.....	13.00
Drawing Board III 12".....	449.00
Drawing Board III 18".....	865.00
Emplant Deluxe.....	Call
FlickerFixer.....	259.00
Floppy Drives, High Dens.....	Call

LEGENDARY DESIGN TECHNOLOGIES, INC.

Close-Out Specials on ProPics!
 High-quality 24-bit photographic
 backgrounds for desktop video,
 multimedia, and desktop
 publishing. Choose from
 Landscapes, Textures, Still Life,
 or Abstracts.

Each set only.....	\$20.00
pick up all four for ..	\$59.00
Address It!.....	24.99
Invoice It!.....	31.99
Link It!.....	Call

Micro R. & D.

1200 RAM Expansion OK.....	95.00
Directory Opus 5.0.....	89.00
MIDI Interface.....	45.00
W/ 2 cables.....	61.00
Mouse, Swifty 3-Button.....	29.00
Micro R & D CDs	
#1 Transition.....	45.00
#2 Nature's Backdrop.....	48.00
#3 Games & Publishing.....	15.00
#4 Video Pro's Companion.....	16.00
Power Supply 500.....	89.00
Power Supply 2000.....	155.00

1 586 Emulation Module.....	89.00
2 Studio Printer II.....	86.00
3 Mega Mouse.....	25.00
4 TerMite.....	38.00
5 GP FAX Generic.....	54.99
6 Oktagon 2008 SCSI-II.....	155.00
7 Connect Your Amiga Book.....	21.00
8 DOS 3.1 2000/500.....	119.99
9 Ethernet Board 4066+.....	299.00
10 Swifty Mouse.....	29.00

MODEMS

Supra Corporation

Robotics

SupraExpress 144 FAX Ext.....	110.00
SupraFAX Modem 14.4LC.....	135.00
SupraFAX 28.8 V.34 Ext.....	215.00

Sportster 14.4 Ext FAX.....	125.00
Sportster 28.8 V.FC Ext FAX.....	210.00
Sportster 28.8 V.34 Ext FAX.....	245.00

Noah Ji's

Retina Z3 4MB.....	639.00
W/ Image F/X.....	874.00
Retina Z2 4MB.....	438.00
Retina Monitor Switch.....	135.00
Studio Printer II.....	86.00
VLab Y/C Int/Ext.....	369/419.00
VLab Motion Card.....	Call
VLab Motion Card Bundle.....	Call
Includes Toccata Card.....	Call

EXPANSION SYSTEMS

DataFlyer 500/8.....	225.00
DataFlyer 2000S.....	85.00
DataFlyer XDS.....	74.00
SCSI+1200.....	92.00
SCSI+4000.....	119.00

Dale Luck's Boing! Mouse

Having trouble
 finding just the
 right mouse?

LOOK NO FURTHER!

This is a top-of-the-line optical
 mouse with precision handling
 for anyone who wants the BEST
 for their Amiga.....74.99

Harddrives Various Sizes

Quantum/Micropolis.....	Call
MegaChip 2000 DKB.....	195.00
Memory, 68030/040.....	Call
Monitor, Electrohome 1440.....	489.00
MultiFace III I/O.....	99.00
MultiStart II.....	26.00
Personal Anim Recorder.....	1535.00
Printer, Primera PRO.....	1339.00
Printer, Epson Stylus.....	Call
SCSI-II Board, Squirrel.....	94.00
Scanner MiGraph 2400.....	979.00
SuperGen SX Studio.....	679.00
Tape Drive, Iomega ZIP.....	Call
TBC IV.....	795.00
Trackball, AmTrac.....	69.99

Terms: POs accepted from schools and
 government agencies*Personal checks
 require 7 days to clear*Defective products
 replaced promptly. RMA number
 required (call 414-548-8125) for all
 merchandise returns.
 Returns not accepted
 after 15 days. Returned
 products must be in
 original packaging,
 postage prepaid.
 Opened software
 not returnable.
 Shipping charges
 not refundable.
 Non-defective
 returns subject to
 a 15% restocking fee*Not
 responsible for typos. Prices
 subject to change.

CD ROM

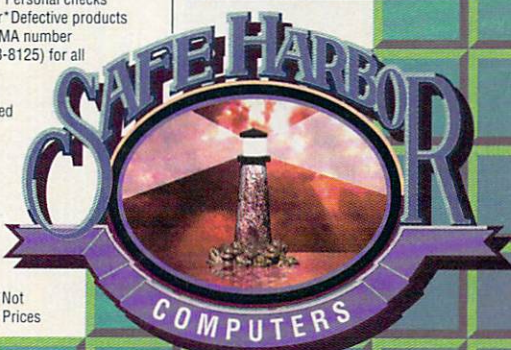
DRIVES & TITLES

Special! Chinon 525S
 Double-speed CD drive; SCSI-
 2, 280ms access, 300KB/sec
 transfer; 64K buffer,
 multisession Photo CD
 capability, built-in headphone
 jack and stereo output;
 caddyless front loading
 system, 1-year warranty;
 internal version.....149.99
 4Plex Int 1MB.....445.00
 6Plex Int.....559.00
 Toshiba 3501B Int.....329.00
 Toshiba 3501B Ext.....439.00

AMOS CD.....	35.00
AmiNet 5 Share.....	19.00
AmiNet Set #1.....	37.00
ASIM CD ROM FS 3.0.....	63.99
Beauty of Chaos (Fractals).....	22.00
Clip Art & Fonts.....	27.00
Fractal Pro Images.....	37.99
Gamers' Delight.....	39.00
Gold Fish Vol 2.....	20.00
Light ROM (Lightwave)	
Vol 1.....	35.00
Light ROM Vol 2.....	Call
Light Works (Raytracing).....	54.00
Knowledge Media Pkg.....	19.99
PhotoCD Manager.....	33.99
Sound Ideas CD.....	25.00
Texture Gallery Vol 1.....	44.00
Visual F/X CD Vol 1.....	120.00
(For more, see Micro R&D Box)	

BOOKS

ARexx Cookbook.....	37.99
All You Need To Know/ Internet.....	23.99
Connect Your Amiga.....	21.00
Internet, Modems, Comms.....	31.99
Mastering AMOS.....	29.00
Mastering Amiga C.....	27.00
Mastering DOS Ref.....	28.00
Mastering Amiga Tutorial.....	28.00



2120 E. MORELAND BLVD. SUITE L, WAUKESHA, WI 53186

Transporter 2.0

reviewed by R. Shamms Mortier

Move single frame or compressed animation files to video with a single frame controller.

Let's face it, not everyone can afford the new Flyer non-linear editor from NewTek. Those that can't will have to find another way to get their animations to single-frame devices and to tape. More than a year ago, I reviewed a product from Visual Inspirations called "Transporter". The news is that it's been completely revamped and is now in its 2.0 personality. Let's take a look.

The Transporter software was designed to allow you to take animations (stored either as single frames or as compressed animation files) and write them out to video utilizing a single frame controller along the way. For my tests of the software, I used a Sanyo GVR-S 950S-VHS recorder (which has a built-in BCD single frame controller). Transporter address the Sanyo, BCD 5000 and 2000A, Airlink, Amilink, DQTaco, MiniVas, SelectraVuPort, SerialPulse, SONY-EVO9650, Vlan, VlanAlix, VlanAniMax, VlanExpress, and "CustomDevice". In addition to these options are those that are listed under the "Display Device" heading, allowing you to witness your images in any Amiga mode (including

AGA), or on most all of the 24-bit boards you may have installed (OpalVision, Retina, Picasso, etc.). Transporter uses the excellent viewer by Thomas Krehbiel (one of the Nova Software folks responsible for the superlative work on ImageFX) called "ViewTek" as a bridge to viewing graphics. The newest ViewTek has options for all of the most important boards and viewing modes, including DCTV and the Retina. Of importance to Toaster users is the fact that you can ask Transporter to display graphics in "LightWave Render", ToasterPaint, and DV1 on the Toaster Switcher. This makes Transporter a natural pal of the Toaster for single frame rendering.

Scripting too?

Before we speak about the actual single-frame rendering any further, it's important to note that Transporter is also an extremely powerful front end image processor for all of the best Amiga wares (ADPro, ImageFX, ImageMaster, MorphPlus, and Opalpaint. There aren't as many options here as in the

actual batch processor ("Batch Factory") that Visual Inspirations puts out as a stand-alone product, but there's enough to do some creative manipulation to any imported frame. You could, for instance, add an ImageFX "BlackHole" operation to one or a group of your frames before single frame recording takes place. Transporter loads the appropriate software that the script asks to do a task. This whole process is an extra added feature in Transporter.

Render Lists

The main screen is also where you determine the load paths and graphic files (single frames or anims) that are to be recorded at 30fps. Simple clicks bring up directories. You can mix-match any resolutions or palettes desired, because everything is targeted for single frame recording. Render list components can be "looped" (duplicated any number of times), and single images in the list can also be reversed by group. After the desired list is configured the way you want it, it can be saved out for rendering later. Probably, how-



Figure 1. This is the first Transporter screen that you will see. It allows you to load in anim and frame files, choose your Controller from the list, Choose a display device, and select a image processing script.

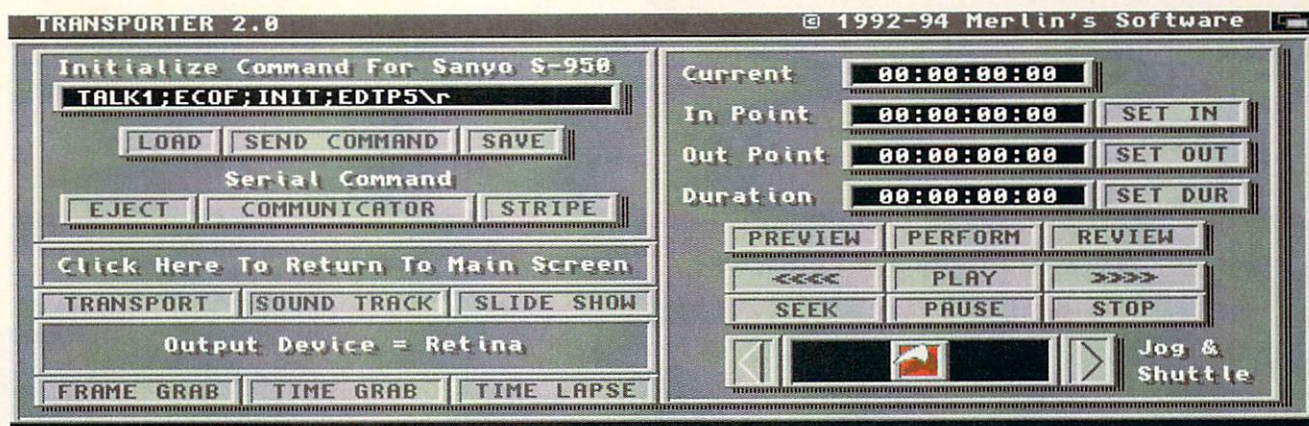


Figure 2. When you're ready, go to this second screen and address your videotape machine directly through the expected serial port connection. Selecting "Transport" kicks in the process automatically from wherever you start the timecode mark.

ever, you'll want to start the rendering to video immediately, in which case a click on "Accept" will bring up the Transporter action screen.

The Real Deal

Providing that you have the serial connector attached from computer to video deck and that you've chosen the correct controller, the first thing that happens when you activate the Transporter screen is that an audible message is sent to the deck. This tells you that communication is underway. If the tape hasn't been striped yet with SMPTE timecode, you

that you can insert sounds onto the video at specific timecoded places. "Slide Show" means that you have the option of single frame recording stills, digital slides, in addition to setting the time duration that you want each graphic to have on screen. "Transport" is the engine that you wanted when you purchased this software. Working with it is as simple as it can get. There are only two steps. The first is to select whether you want interlaced or non-interlaced video (I can't think of a reason for using non-interlaced because of the necessity of interlacing in a possible future edit, but maybe you can). The second

swering "yes" means that the next time you boot up Transporter, you'll have everything you need in place. How's that for courtesy and convenience?

I had one problem with transporting images to my tape that appeared only when I played the tape back from the on-screen controls. It turns out not to have been the fault of Transporter at all, but a hardware problem. When I played taped sequences back, I noticed a strange sequential drop out of the signal. I called BCD and spoke with Diane, accessing her cooperative spirit and extensive knowledge of the BCD single frame units. She stayed with me until we tracked it down. It seems that the Sanyo doesn't like the particular S-VHS cable configuration that I have attached to the Input channel. On playback, the deck must be switched to "composite input" (which doesn't effect the S-VHS quality of the signal one bit). Doing that produces rock solid playback. And so...

I use Transporter to help me produce what my clients expect—30fps videographic animations. One of the best features is the ability to load in an ANIM file, and write it out as single framed graphics, giving you 30fps speed without depending on the playback speed of the computer. If I had one wish, it would be to include a way of reverse-looping the frames in an ANIM file, but that is already under consideration in a future update of the software. My recommendation? Get out the check book or credit card if you need to record 30fps graphics.

Transporter
MSLP: \$199.95
Visual Inspirations
809 West Hollywood
Tampa, FL 33604
(813) 935-6410 Voice/FAX

can do it from here. If you have loaded in the wrong Controller, not to worry. Transporter allows you to load in a new command code from here also. In addition to that, a separate "Communicator" program also permits you to speak directly to your deck (as long as you are familiar with the language constructs needed). The tape can be jog-shuttled, re-wound, stopped at any SMPTE point, and even ejected from this screen. Insert edits can be targeted to specific in/out set points, and the duration of a single image (like a title graphic or a chart for instance) can also be set up.

The real business-end of the screen is contained in three separate buttons: Transport, Sound Track, and Slide Show. "Sound Track" refers to another fine Visual Inspirations' product "Digital Sound Track". Tapping this button starts that program as well so

step is to tell Transporter at which timecoded point (Hours/Minutes/Seconds/Frames) into the tape you want the recording to begin. That's all folks. Just sit back and watch the recording commence.

More Details

Another feature that I really appreciate is the updating of the Transporter Configuration file. This is the place that all of your default paths for storage, Controllers, and screen viewer are accessed. You can, if you feel brave, rewrite the configuration file parameters following the exacting descriptions given in the manual. But there's an easier way. Reconfigure the paths while you're in the program by simply telling the software what it is you want and where it is. Then exit the software. While exiting, you are asked if you want the Configuration updated. An-

•AC•

Bit Movie '94



Ocean of Love

3D Animation

2nd Place winner

Eva Cortese and Antonio De Lorenzo

Hardware:

Epson GT 6500 Flatbed scanner

Amiga 2000, GVP 68040 33 Mhz,

17 MB RAM, and GVP Impact Vision,

Amiga 3000, 10 MB RAM, Picasso II

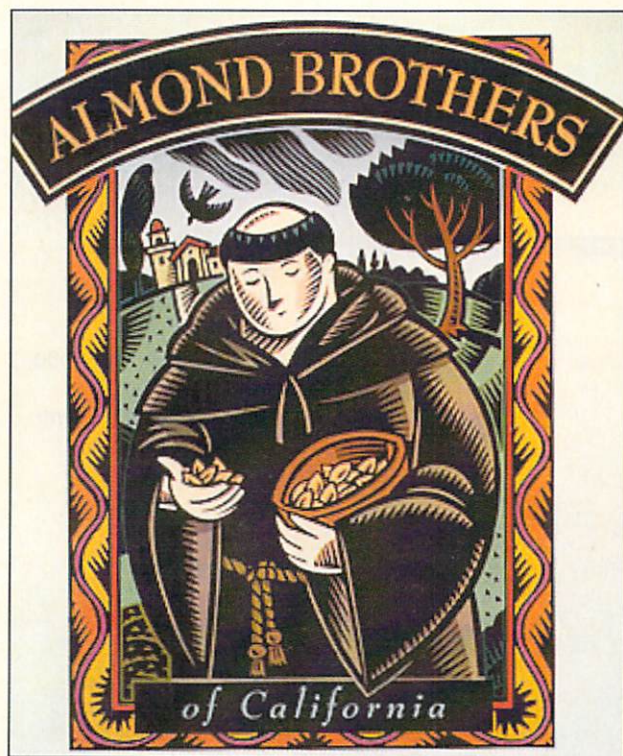
Software:

Imagine 2.0, Essence, Deluxe Paint IV,

Image Master, Image FX, and Art Department Pro.

The seventh edition of the International Festival of Computer Art BIT MOVIE attracted 6,000 visitors and 534 works last year. While preparing for this year's eighth edition of the festival, we discovered these brilliant examples by Amiga artists from last year's winners. The Amiga was easily the platform most often used by winning entries and the art displayed here is some of the best in each category. To participate in a future festival, contact *BIT MOVIE*, Via Bologna, 13, 47036 Riccione ITALY, Fax 011 39 541 601962. AC will publish the results and the best art from this year's spring contest in a later issue.

Dans les ténèbres
 2D still image
 Marie-Hélène Parant
 Montreal, Canada
 Hardware:
 Amiga 3000,
 Firecracker,
 DCTV
 Software: Light 24,
 ADPRO,
 ImageMaster, and DCTV
 Resolution 1030x674



California Almonds
 2D still image
 Tracy Sabin
 San Diego, California
 Hardware: Amiga 2000, 68030 GVP and Retina
 Software: TV Paint, Art Department Pro.
 Resolution 1183x1366



Clarisse Paints
 2D still image
 Eric W. Schwatz
 Kettering, U.S.A.
 Hardware:
 Amiga 1200
 Software:
 Deluxe Paint IV AGA
 Resolution 1376x1270



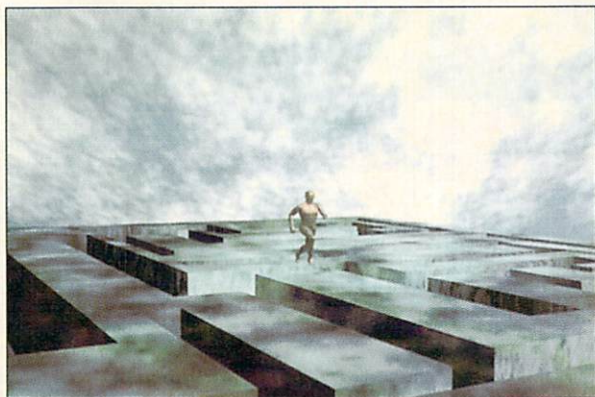
Eternal life
 3D still image
 Simmonetta Rolf
 Oetwil Am See, Switzerland
 Hardware: Amiga 3000
 Software: Imagine 2.0
 Resolution 1024x683



Rolling Hills
 2D still image
 Marc R. Hoffman
 U.S.A.
 Hardware: Amiga 4000,
 14MB RAM, DCTV
 Software: DCTV Paint
 Resolution 768x482



Virtual Butterfly
Giuseppe Milko Mrsek
Vobarno, Italy
Hardware:
Amiga 4000/040
Software:
Imagine 2.0, Essence,
and Cinematographic
Library
Resolution
1024x768



Delirium Tremendus
Benny Tchaicovsky
Fairfax, U.S.A.
Hardware:
Amiga 2500/040, 18 MB RAM,
700 MB HD, Video Toaster, and DPS
Software:
LightWave 3D

*Stone Age Scene
from Linthflat by Tuggen*
Andres Stüubi
Wädenswil, Germany
Hardware:
Amiga 2000, G-Force 68040,
Retina
Software:
TV-Paint 2.0, DigiView 4.0,
and ADPro
Resolution
1280x960



AMIGA WAREHOUSE

Committed to Amiga... No Matter What!

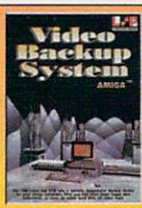
ORDER LINE • USA & Canada
1-800-258-0533

INTERNATIONAL
ORDER LINE
412-962-0567

CUSTOMER SERVICE (412) 962-0533
CUSTOMER SERVICE HOURS
10 a.m. - 5 p.m. Monday thru Friday



Now in stock!
CD32
The world's first 32-bit game system is back in stock!
Includes microcosm, Chaos Engine and Grolier's Encyclopedia.
\$279



Video Backup System
NEW NTSC 3.0 Version! Use your VCR as a backup storage device. 200 Amiga floppy disks fit on a four hour tape. Works on A500, A1200, or A2000.
\$86



MegaLoSound
Megalosound is an amazingly low cost, full featured, 8 Bit Stereo sound sampler. But that's not all! It also features Direct-to-Disk Recording of samples. Up to 56KHz sample rate.
\$49



CD32 to Computer
• Serial connector: IBM AT compatible
• Parallel connector • A1200 Video & Floppy connector • IDE Hard Drive & AT-101 Keyboard connector • MPEG Passthrough • Much more!
\$229

Announcing the ZAPPO CD DRIVE

The ZAPPO Drive allows A1200 users to enjoy the full game-play of the CD-32 and the utilities of a full double spin CD-Rom drive. Built-in Akiko software emulation allows for those fantastic CD-32 animations like Microcosm.
NOW INCLUDES:
Grolier's Encyclopedia
Microcosm
F17 Challenge/Qwak
Brutal Sports Football
Alien Breed/Project X
PLUS
Super CD32 Control Pad



• Uses PCMCIA SLOT
• DOUBLE SPEED • 300 Kb/Sec. TRANSFER
• EMULATES PLANAR & AKIKO FOR
• CD-32 PERFORMANCE
• POWER FRONT LOADING TRAY
• FRONT HEADPHONE JACK & VOL. CONTROL
• SIMULTANEOUSLY PLAY MUSIC CDs & RUN SOFTWARE ON AMIGA SIDE
\$369
FREE CD32 TITLE

CD32 Emulator /A4000

NOW
add CD32 compatibility to your Amiga 4000. This new software allows most CD32 software to run with your A4000 and any CD-ROM drive. From Blittersoft.
\$99

DKB Cobra 40



Realize the full potential of Your A1200 with the DKB 1240 expansion board. With the DKB 1240 installed in your A1200 you will have the added power you need. Using industry standard Simm Modules, you can add from 1 to 128 Megs of memory. With the SCSI Controller option added, you can add various types of peripherals. The Real Time Clock and Calendar will always keep you up-to-date and the 68030 co-processor running at 40 MHz will bring
\$240

SCSI option..... \$95

MONGOOSE

All the options of the Cobra 40, but with the power of a 50MHz 68030 and a 50 MHz FPU!
\$349

HIGH DENSITY DISK DRIVE

XL DRIVE - HIGH DENSITY
High Density External Drive for any Amiga formats 1.76MB with standard DD Disks compatible for PC Disks requires Work Bench 2.1 or above
\$134



Internal for A4000 \$145

DISK EXPANDER

With this software solution you may double the capacity of your disk or hard disk drives. Easy installation and works invisible in the background. The compression ratios vary from 30% to 70%. Disk Expander does not only expand the capacity of your disk drive, even floppy disks now have a storage space of approximately 1.5 megabytes. (Works with all drives).
\$37



TERMITE AMIGA Telecommunications enters the 90's! finally, everything you need to start cruising the information super highway in one easy to use package. 100% Amiga Style Guide compliant. Takes full advantage of Amiga WB 2.0 and higher. Supports 300 to 115,200 BPS
\$39

GAMESMITH DEVELOPMENT SYSTEM
Complete animation system with double buffering, prioritized object display, custom object/object & object/background collision detection & response. Automatic placement & Animation of Multi-sequenced animated objects. And much more!
\$99

Also Available

CLARITY 16	\$149	HISOFT BASIC 2	\$86
DEVPAK 3	\$79	VIDEOMASTER	\$89
HIGH SPEED PASCAL	\$109	VIDEOMASTER 1200	\$99
PROLIGHT	\$29	COLORMASTER	\$79
SEQUENCER ONE	\$29	PRO-MIDI	\$85
SEQUENCER ONE PLUS	\$29		
HIT KIT	\$29		
SAMPLE SERIES - ALL 5	\$45		
SAMPLE SERIES - ONE	\$14		

OREGON RESEARCH

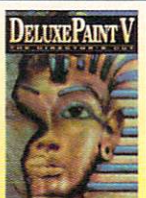


RETINA
24Bit Frame Buffer and Workbench Emulation. Analog RGB output. 800x600 24Bit 16.7 million color display. Non-Interlaced Full Workbench Emulation with resolution such as 1024x768 or 1280x1024 in 16 colors or even more! Up to 2400x1200! Paint program comes with Retina. The Retina can still be used to display 24Bit graphics while emulating Workbench. Requires the 2.0 or greater operating system.
\$459

RETINA ZII-4mb...\$459 **Retina ZIII Call**

Deluxe Paint V

Now Version
The original Amiga paint program just got a whole lot better! Now supports 24 bit as well as AGA. FASTER, too.
\$99



MIGRAPH 24-Bit Color FLATBED SCANNERS



The MS1200 & MS2400 let you scan 16.7 million colors, 256 true greys, & line art. Perfect for the Toaster & other video, multimedia, & DTP applications.
MS2400 FREE MS1200
OCR
\$1099 \$899

COLORBURST HAND SCANNER...\$399 • MONOCHROME HAND SCANNER...\$199

Final Data



FINAL DATA
Designed for people who need a convenient tool to keep track of lists and information. Fast sort features and quick printer output. Can be used with Final Copy and Final Writer or stand alone.
\$59

Final Copy II..... \$59
Final Writer..... \$112

Now... Desktop Magic Animated SCREEN SAVER

Over 25 Selections
Add sounds to windows, keys, time...
\$29

Checks & Balances

The Latest Generation in Personal & Small Business Record Keeping and Finance Management.
\$29

EXPANSION SYSTEMS DATAFLYER SCSI+

Making Technology Affordable Since 1986
Now add up to 5 SCSI devices like CD ROMs, removable media drives, tape back-up systems and scanners without using the "CPU slot" or an "expansion slot". The DataFlyer SCSI+ card attaches to the IDE header and converts it to also run SCSI. Operate your original IDE/AT drive at the same time. Easy PLUG-IN installation. Includes external DB25 connector, hardware, cables and prep software.
for A1200 \$92
for A4000 \$99

DATAFLYER
A1200 External IDE Case
Install Your Favorite 3.5" Hard Drive
XDS
Includes all cables and connections.
\$79



Cross MAC

Read and write Macintosh formatted disks on your Amiga! Exchange data from spreadsheets, databases, CAD programs and more (low density Mac disks require Macintosh 800k drive).
\$105



PC Task

The only software 80286 emulator for the Amiga. Runs on ALL Amigas with Kickstart 1.2 or higher. Runs Windows and MS-DOS applications (MS-DOS and Windows software not included).
\$134

Amiga CD-ROM Software

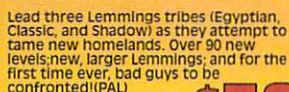
Aminet (Walnut Creek).....	\$19
Aminet Gold 11/94	\$17
Ultimate MOD Collection	\$22
Audio Resource	\$19
GIFs Galore	\$19
GIF Galaxy	\$19
Graphics Resource	\$19
Labyrinth of Time	\$32
Grolier's Encyclopedia	\$49
Project Gutenberg	\$19
Space & Astronomy	\$25
SFX CD-ROM	\$25
Golfish (FF1-1000)	\$18
3D ROM Vol. 1	\$87
3D ROM Vol. 2	\$87

AMIGA ONLY
BBS

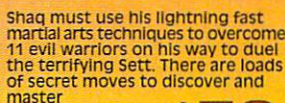
Game Reviews
Product Info • Service Tips
Facts • Rumors
& much more!



ORDERS ONLY USA & CANADA
1-800-258-0533



AGA \$39



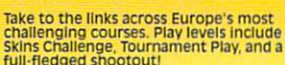
Amiga \$32



\$15



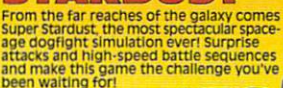
QUICKSHOT PYTHON



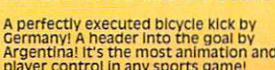
AMIGA	AGA	CD32
\$32	\$34	\$36



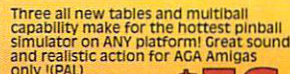
Amiga **\$36**



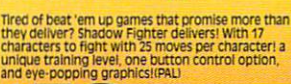
AGA **\$36** CD32 **\$39**



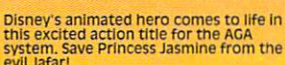
Amiga **\$38**



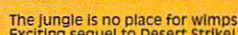
AGIA \$36



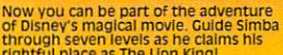
\$36 *Amiga*



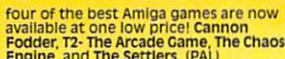
NOW IN STOCK! *AGA* \$36



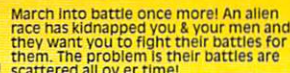
Amiaa \$37



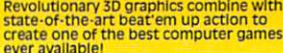
AGA \$36



Amiga **\$42**



Amiga **\$35**



AMIGA	AGA	CD32
\$42	\$45	\$48

**STD AMIGA
SOFTWARE**
ONLY \$4
CYBERPUNK

AMIGA ENTERTAINMENT

CD32 GAMES	
BANSHEE	\$39
BATTLE STORM	\$15
BATTLECHESS ENHANCED	\$39
BRUTAL SPORTS FOOTBALL	\$39
BUMB AND BURN	\$39
CHAOS ENGINE	\$32
COMPETITION PRO SUPERPAD	\$39
D/GENERATION	\$34
DANGEROUS STREETS	\$16
DAKESSED	\$39
DEEP CORE	\$34
FIRE & ICE	\$32
FIRE FORCE	\$18
FOOTBALL	\$52
FRONTIER:ELITE 2	\$39
FURY OF THE FURRIES	\$39
GLOBAL EFFECT	\$39
GUNSHIP 2000	\$39
HEIMDALL 2	\$45
IMPOSSIBLE MISSION 2025	\$39
INSIGHT	\$60
INTERNATIONAL KARATE CHAMP	\$16
JAMES POND 2: ROBOCOCD	\$19

SPRING CLEARANCE SALE

STANDARD AGA
STANDARD AGA
STANDARD AGA
STANDARD AGA

<p>ONLY \$4 CYBERPUNK PREDATOR 2 WORLD TROPHY SOCCER TEAM SUZUKI BOULDER DRAGON II BEAST LOOT</p> <p>ONLY \$9 OPULUS 2 JET SET ARCADE POOL APOCALYPSE</p> <p>ONLY \$14 SKID MARKS SCATLED RACERS SHUTTLE SQUADROO PODDER F174 STEALTH POLICE FIGHTER 2 POLICE QUEST WILD CUP SOCCER SQUAD CUP CLASSIC FIFA FOUR GOLF PLUS BRICKS SLEK AND DESTROY D/GENERATION</p> <p>ONLY \$19 CHAOS ENGINE PINBALL FANTASIES SHAO FU TOP GEAR 2 BRIAN THE LION LEGACY OF SORASIL</p>	<p>ELFMANIA DUNK THE SAMURAI DUCK DARKMERE SUPER METHANE BROTHERS TOTAL LIGHT BODY BLOWS GALACTIC SECOND SAMURAI FIELDS OF GLORY JUNGLE STRIKE WINTER OLYMPICS JUPASCO PARK DISPOSABLE HERO</p> <p>ONLY \$24 ISHAR 3 TERRARIATOR 2 UNIVERSE HISTORY LINE 1914-1918 GOBLINS 2 RISE OF THE ROBOTS OVERLORD INDEMNITY UNTIL CAUGHT POWERWING SQUAD CUP COLLECTION STANLORD WORLD CUP SOCCER USA SIMON THE SORCERER HEIMDALL 2 ROBINSON'S REQUIEM PATRICIAN IMPOSSIBLE MISSION 2025</p>	<p>NIGEL MANSEL (UNBOXED) DARKMERE (UNBOXED) ONLY \$9 TAI'AMAN ONLY \$14 BODY BLOWS BODY BLOWS BUNDLE D/GENERATION ONLY \$19 OUT TO LUNCH BUBBLE & SQUEAK JURASSIC PARK JAMES POND 3: STARFISH ONLY \$24 GUARDIAN CHAOZ ENGINE DANGEROUS STREETS JAMES POND 2: ROBOCOCD DETROIT FIELDS OF GLORY FIFA FOUR TO GO RYDER CUP GOLF</p> <p>ONLY \$29 RISE OF THE ROBOTS DREAM WE IMPOSSIBLE MISSION GUNSHIP 2000 LFO LONKY UNKNOWN REUNION STAR TREK 25TH ANNIV</p>	<p>MUD PUDDLE CDTV/CD32 MOVING GIVES ME STOMACH ACHES PAPER BAG PRINCESS CDTV/CD32 SNOWSUIT CD32/CDTV ONLY \$9 BARNEY BEAR GOES TO SCHOOL JALASCARD GAMES MIND NUM CDTV/CD32 CD32 SOFTWARE ONLY \$9 FIRE FORCE OSCAR TROLLS CHAOZ ENGINE DANGEROUS STREETS ULTIMATE BODY BLOWS TOP GEAR 2 JET SET CANNON FODDER FIFA FOUR TOUR PIRATES GOLD MARCHER PREMIERE LEAGUE SOCCER ONLY \$14 MURDERMISM LEMMINGS FOOTBALL PREMIERE BRUTAL SPORTS FOOTBALL GLOBAL EFFECT SUPER PRO DEEP CORE SUPER METHANE BROTHERS LOTUS THE LOLO ONLY \$19 D/GENERATION TALIT LIGHT NAUGHTY ONES</p>
--	--	---	--

STANDARD AGA	
THEME PARK	\$45
TOP GEAR 2	\$37
TORNADO	\$45
TRON:ERS	\$32
UNKNOWN	\$44
WHEELER	\$39
WHEELER USA	\$36
WHEELER	\$39
WHEELER	\$36
WHEELER	\$34
TRAINMENT	
TEATE	\$34
BUNDLE	NA
ES UNDER \$10	
NA	\$9
NA	\$9
ESAGA	NA
DEAN RAPIDS	\$9
NA	\$9
NA	\$9
NA	\$9
NA	\$9
NA	\$9
GRIP 2	\$21
PYTHON	\$15

AGS 100% DISCOUNT

AGS 100% DISCOUNT

AGS 100% DISCOUNT

AGS 100% DISCOUNT

1490 N. Hermitage Rd. Hermitage, PA 16148 FAX: 1-412-962-0279

\$0 to \$99.....	7% Minimum \$5	SHIPPING - NORMALLY WITHIN 1 BUSINESS DAY
\$99 to \$199.....	5% Minimum \$7	UPS GROUND OR 2 DAY SHIPPING
\$200 to \$499.....	4% Minimum \$10	Overnight add \$8 to above
\$500 to \$799.....	3% Minimum \$20	PR, HI, AK add \$10 to above
\$800.....	2.5% Minimum \$24	APO, FPO & CANADA are shipped by Mail add \$8 to above

NO ADDITIONAL CHARGE FOR AIR SERVICE
For what other charge for UPS Ground we deliver in 2 days or less.

International Orders (not APO, FPO): Send copy of FAX of front & back of Charge Card w/signature. Call or FAX for shipping quote.

COO orders OK with valid Credit Card on file. Add \$5 Prices subject to change without notice. Returns accepted for 10 days after date of purchase. Call Customer Service for RMA before return. Defective replaced with same. 15% Customer responsible for same shipped and not exchanged for same. Customer responsible for return shipping.

Don't miss the latest news and reviews in Amiga Computing or CD-ROM games
Magazines available covering the Amiga, CD-ROM,
Multimedia, PC and Mac CDs.

SUBSCRIBE TODAY! CALL 800-258-0533

Two Genie Tool Tutorials

by R. Shamms Mortier

The best thing that has happened to Aladdin-4D in its 3.0 configuration was the opening up of its toolbox. Not that Greg Gorby has been lax as far as continually adding more and more tools attributes to A4D. The pace has been constant and furious, and will continue to be so as 4.0 hits sometime in mid-winter. It's just that the open architecture allows fresh perspectives from other master programmers. Tim Shead of Shead Data Processing is the right person for the hour as far as adding his talents to the Aladdin mix. His two volumes of tools have added unbelievable depth to this already deep software. From time to time, we'll walk through some of the tools he's created, leading you as gently

through the creative process. In this article, we'll dedicate time to two tools: PInstance (Point Instancing) and FFDeform (Free Form Deform) "Bones".

1. PInstance

If you've been following my words over the years, you may remember that at various times I've lauded the memory of a now deceased Amiga 3D package, PageRender-3D from the now defunct Mindware International. One of my most favorite features of this software was its capability to create what it called "arrays", arrangements of cloned objects in a spherical, cubic, tetrahedral, and cylindrical pattern. After the demise of PageRender, no

other software package took up the challenge to duplicate this process, until now. With the absence so far of the tetrahedral option, genie Tools II has offered A4D users this same creative choice. Let's investigate how it works.

First let's review the meaning of "instancing", a subject we've already touched upon in a previous A4D tutorial. "Instancing" is a term used by computer artists when they are speaking about cloning multiple objects from an original. In A4D, an instanced object doesn't appear on the editor screen, but is seen only in the rendering. This saves space when you save the drawing file, as only the "directions" for what is to be instanced is saved out. Rendering instanced images, especially a lot of them, adds to the rendering time just as you'd expect. With PInstance (Point Instancing) however, all is done to the actual points that make up objects and paths, so the results do appear on the edit screen. This increases the time that the edit screen must be refreshed, but it allows you to see the actual results in the edit as opposed to waiting for the render. This is vital in PInstance, since the structures are not intuitive and must be seen to be manipulated further.

With this edition of the PInstancing tool, there are three basic structures that PInstance addresses: Cubic, Spherical, and Cylindrical. Any object you choose on the edit screen (and its movement paths) can be selected for PInstanced operations with this tool. By the way, mentioning the older

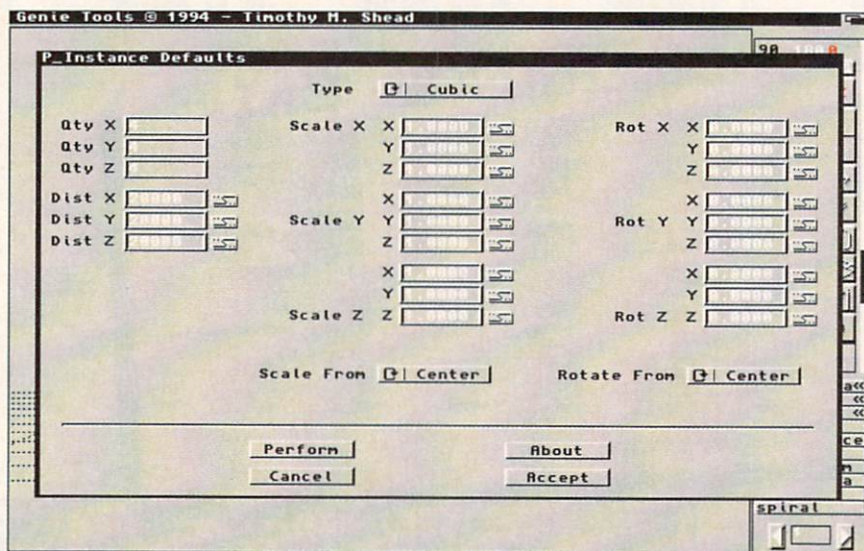


Figure 1. The Genie Tools / A4D PInstancing requester.

PageRender software is not to imply that the PInstance tool is a mere child of memory, because PInstance gives you variations that neither PageRender nor any other like minded tool ever dreamed of. Not only can objects be cloned in arrays in this genius of a Genie tool, but they can be incrementally resized, rotated, and separated by varying spaces.

A PInstance tutorial example

All tutorial examples assume you have a working knowledge of A4D's techniques and processes. If not, study the manual for instructions that allow you to gain experience with any terms you don't understand before attempting this walk-through.

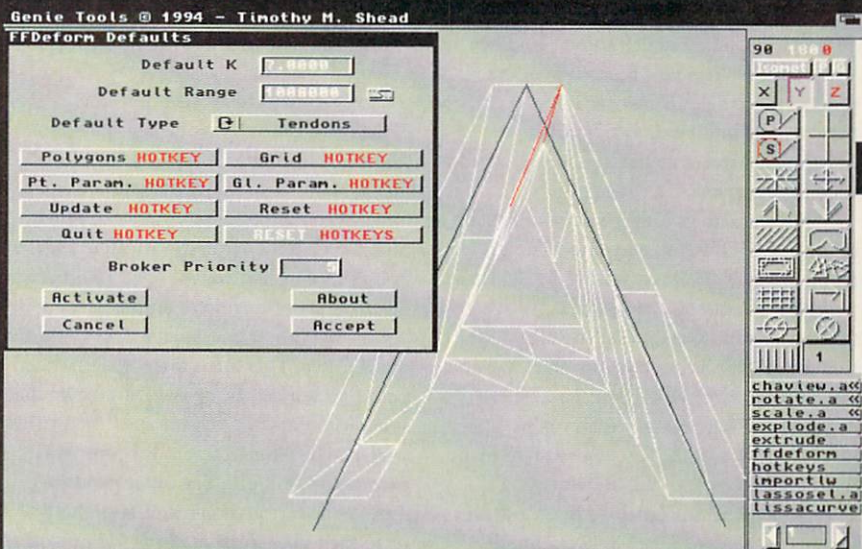
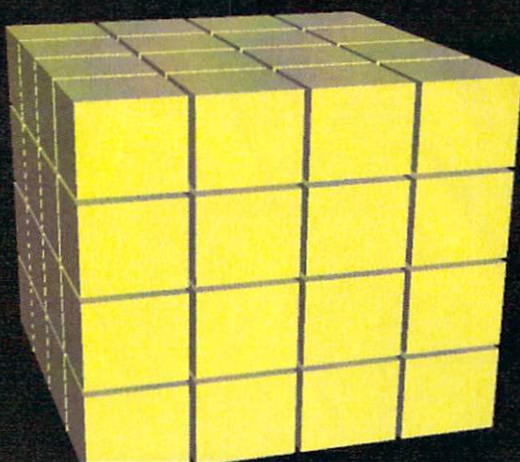
First, create an object on the editing screen. A cube is a good start. Place it in the center of the screen. Select the object with the LMB and bring up the PInstance tool with the RMB to experiment with the settings. We are going to create a simple cubic array made up of cubes. When the PInstance requester comes up, direct your attention to the "Type" bar at the top. This toggles among the three types: Cubic, Cylindrical, and Spherical. Set it to Cubic. Set Quantity to 4 for each of the XYZ input areas. The only other setting we need play with at this time is the one that reads DIST (for Distance) on the X, Y, Z. Depending on the size of your cube, the distance factors should be set so that there is space between each that distinguishes them. For instance (no pun intended), if your cube measures 10,000 units across, you might want to set the distance on each XYZ plane to 20,000. You'll have to play with this and test it until you get it right. When you do, select the Perform trigger, and watch as your cube becomes a cubic array of 4 x 4 x 4.

When you're ready to experiment further, play with the other options. With them you can scale and rotate the array elements on each of the XYZ axis.

Figure 2 (Top): The rendered example of the first tutorial, perfect for a Rubik's Cube texture.

Figure 3 (Middle): Very complex arrays of objects can be created with the PInstancing tool in Aladdin-4D. Here is a spherical array of metalized "brass" cubes.

Figure 4 (Bottom): Here is an example of the second tutorial. The FFDeforming object is in white, while the black lines represent the skeleton or "grid" that controls the object. The FFDeform requester is at the left.



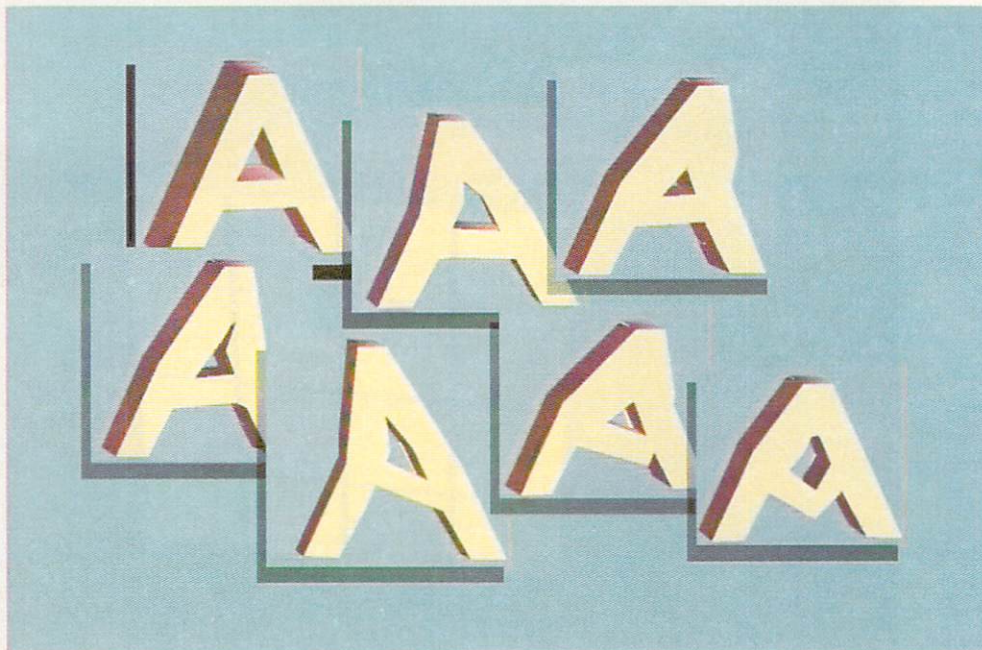


Figure 1. The Genie Tools / A4D PInstancing requester.

FFDeform and "Bones"

This tutorial presupposes that you are familiar with the use of Aladdin-4D's "Hot Keys" (these are automatically installed when you use the new A4D start-up icon included with Genie Tools II) and also requires working familiarity with accessing an A4D font directory and accessing A4D's "Point Mode". Other than that, you should be able to follow along.

Deforming a polygon is like bending it in 3D space according to some very specific parameters you set. With FFDeform and the associated "Grid" poly which we will describe, it's possible to make a non-segmented 3D shape "walk" as if it had a skeletal structure. Image letters walking across the screen, looking as if they had legs and arms. In fact that's a good place to begin. Write a capital "A" in any A4D font to the screen. Select it and use the "Breakup" tool to break it into triangles, and then the "TriSub" tool to repeat the process twice again. Now we have an "A" that is made up of many triangular polygonal surfaces so that rendering should occur as expected.

Now create two single polys that start at the apex of the "A" and extend down along towards the base (see Figure 3). These polygons should be "inside" the "A", as they will be the skeleton for the "legs" we will move. Select the "A" with the LMB and open FFDeforms with either the Left or Right MB. When the requester opens, study it carefully. Up at the top you see two main input areas that are vital to deforming operations. The one labeled "K" is a power factor, and the one labeled "Default Range"

indicates the range over which the assigned power will have an effect (in standard A4D units). Set the power factor to 3 and the range to 10,000 for now, although you'll probably have to tweak these settings to get the final results required. Never mind the HotKey settings listed below for the moment as these are set at their defaulted positions and are OK. The only other data that's important here is the setting of "Tendons" to "On" or "Off". Tendons may be described as the way that power is applied to selected points of the poly. When "On", power is applied to points that are within the range of the grid points, acting like a bone. When "Off", power is also applied equally to polys within the distanced range, but in a way that makes the grid act like a positive or negative magnet (great for special effects and "muscles"). Since our "bones" will need to address movements to a "walking leg", set "Tendons" to "On".

When you close this requester, FFDeforms are assigned to the polygon selected. Now enter A4D's "Point Mode". This is the special mode that allows you to first select and then manipulate selected points on a poly. First, choose all of the points on one "leg" of the "A", and then do the same with the other "leg". Select all points on both of the skeletal polys, and hit the "G" key. This turns the polys into the Grid that will act as a power source on the selected points of the "A". The "A", by the way, can be either a flat poly or you can extrude it for depth. The latter produces more realistic movements, though both have their uses in animations. When you

are in point mode, the only points that can be moved or altered are those that have been selected (use the new MultiPoint2 tool that comes with Genie Tools II to do this). The whole trick here is to adjust the power and distance operators we discussed earlier so that each arm of the grid effects only one "leg" of the "A" at a time. It'll take you about five minutes of playing around to get this down if you're an experienced A4D user. Now create a Path and assign both the grid and letter to it.

Begin a Deform mode on the path. Move the grid and hit the "U" (Update) key. The polys effected by the movement of that grid will show movement. Hit the "R" key (reset) to move everything back. When you have achieved the "leg" movement desired, end the deform mode without hitting the "R" key. Then hit the "R" to reset, and work with the other "leg" in the same manner, starting a Path Deform mode first. In this manner, with a little practice and patience, and after editing the Path Deforms into a final sequence, your letter will magically dance across the screen.

Aladdin-4D
MSLP: \$399.00
ADSPEC Programming
1405 N. Ellsworth
Salem, OH 44460
(216) 223-2255

Genie Tools II
MSLP: \$39.95
Shead Data Processing
4610 Eubank Blvd., NE #1118
Albuquerque, NM 87111
(505) 237-8679

•AC•

NorthWest PUBLIC DOMAIN

CD - ROMS

17Bit Collection (2 CD's)	\$39.95
17Bit Continuation CD	\$19.95
17Bit Phase 4	\$19.95
LSD / 17 Bit Compendium	\$19.95
LSD / 17 Bit Compendium 2	\$19.95
PDSoft Pro Fonts&Clipart	\$24.95
AMINET SET 1 (4 CD Set)	\$29.95
AMINET CD #2 (Walnut Creek)	\$11.95
AMINET CD #5	\$14.95
FreshFish #8 or newer	\$19.95
GoldFish #2 2 CD Set	\$19.95
LIGHT ROM 2	\$34.95
'LIGHT ROM'	\$34.95
SPACE & Astronomy CD	\$19.95
GIF's Galore Picture CD	\$19.95
VISIONS Photographs	\$25.00
C Users Group Library	\$25.00
Source Code CD	\$18.95
PDSoft Hottest 4 CD	\$19.95
PDSoft Photos, Utis CD	\$19.95
Illusions 'Magic Eye' pix	\$14.95
Assassins Games CD	\$16.95
Weird Science Clipart CD	\$13.95
Weird Science Fonts CD	\$13.95
Multimedia Toolkit 2 (2CD's)	\$24.95
CPDP 4	\$17.95
CPDP 2	\$17.95
Sounds Terrific 2CD Music	\$24.95
FRACAL FRENZY - Tonsa pix	\$19.95
Project Gutenberg	\$19.95
AMOS PD CD	\$19.95
Weird Science Network CD	\$17.95
Berliner Spielkiste .dms games	\$29.95

CD32 GAMES

PGA European Tour Golf	\$29.95
ARCADE POOL (PAL)	\$19.95
AKIRA CD32	\$24.95
ROADKILL CD32 (PAL)	\$34.95
DRAGONSTONE (PAL)	\$29.95
SUBWAR 2050	\$34.95
SUPER FROG CD32	\$19.95
Beneath a Steel Sky(PAL)	\$39.95

ACCESSORIES

6' PARNET CABLE	\$12.95
Competition PRO CD32 Joypad	\$19.95
CDTV Genlocks \$25.00	

Weird Science CD32 Serial Cable \$27.95 - SPECIAL, get the Network CD and Serial Connector for ONLY \$42.00

AMOS STUFF!!

AMOS PRO - \$47.00

AMOS PRO Compiler \$40.00
Get Both Together for \$82.00

AMOS Turbo Plus Extension!

Adds over 130 new commands to AMOS & AMOS Pro! Includes a Scene Editor, faster graphics commands, Color Font Capability and more! Only \$29.95

AMOS INTUITION EXTENSION

Create true WorkBench applications with AMOS! Even supports AGA Screen modes! \$14.95

ENHANCED MUSIC EXTENSION

Replace the bugs in the AMOS music.lib \$14.95

BOOKS

MASTERING AMIGA AMOS

Excellent book by Phil South 300+ Pages. \$26.95

ULTIMATE AMOS BOOK

by Jason Holborn includes disk w/source code! \$36.00

AMIGA GAME MAKERS MANUAL

by Stephen Hill, co-author of the AMOS PRO Manual, covers all aspects of games programming in AMOS! \$29.95

WRITING ROLE-PLAYING GAMES IN AMOS \$22.95

AMIGA REALTIME 3D GRAPHICS

All code is in Assembler, 3D methods explained! \$24.95

OUR INTERNET ADDRESS is: nwpd@cyberspace.com

SCORCHED TANKS v1.9:

The most popular AMIGA ShareWare program by Mike Welch is now available from NPD in its full, Artillery Battle, bomb blasting glory! \$12.00

GREEN 5:

This is a fantastic 'FlashBack' type game from Mark Judge in the UK, this was so good, we had to bring the full version across the pond \$15.00

ROKETZ!!

The BEST graphics we have seen. Brought to you by THE FARM, this is an AWESOME, gravity thrust / Race / Shooting type game. It is AGA only, PAL, all Raytraced graphics. \$15.00

DELUXE GALAGA & PACMAN

By Edgar Vigdal, Get the Registered versions of Deluxe Galaga and Deluxe PacMan, Two of the BEST Amiga Shareware games ever for only \$15.00 or get one year upgrades for only \$20.00 this includes 3 upgrades!

F1 LICENSEWARE

F1-032 WORD POWER V2
Steve Rennocks, \$7.00, Another great util from Steve. This one was previously on sale commercially for £9.95. Word Power has the ability to solve crosswords and anagrams. The supplied dictionary contains 36,000+ words and you can create your own dictionaries of any size. WP supports print outs and is hard drive installable. This is a must for anyone who enjoys creating or solving word puzzles.
F1-033 POWER PLANNER V1.1
Steve Rennocks, \$7.00, A powerful Personal organizer program to help you keep track of important events, address+telephone numbers, and prevent you from forgetting important yearly events e.g. birthdays, anniversaries, etc.

Appointments, Diary Checker, telephone directory section provides all the features to manage such a database including (Searching, printing, add/delete/editing, first, previous, next, and last movements) A battery backed clock is required for regular use. Full product support, help-line and update service available directly from Amivision Software.

F1-045 T-TEC MAZE
Trevor Taylor, \$7.00, 1 Disk. This aim of this great maze game is, as you would expect, to get from the starting point to the exit of each maze. This involves moving your wobbly blob over switches that toggle gates of certain colours open and shut in various parts of the maze. This game is simple in concept, but like most simple ideas is infuriatingly addictive and is extremely brain taxing. Not one for the kids!

F1-040 HENRY'S HOUSE
Gurmita & Sucha Singh, \$8.50, 2 Disks. As Henry, you have been ordered by your mum to collect all of your toys, which are scattered in various rooms of your house, or it's NO POCKET MONEY for a month! Henry's House is a platform game for youngsters (Approx 5-10 Yrs) and is just jolly good fun, well the kids need some fun too! HH includes the complete AMOS source code for all you budding programmers out there, which means you could add more levels if you wished. Great stuff!

F1-039 TWO CAN PLAY - Gina Mears, \$7.00, Gina Mears is back, with her most innovative educational module yet! Two Can Play (As the title suggests) is designed for two children (3-10 yrs) to play at the same time, eliminating the

usual 'It's my go, Mum!!' forever. Each child can play at a difficulty level that suits them. All the game modules are mouse driven. Full in-program instructions included. --The games on this disk are: POP IT, UP THE Chimney, Splatt!, The Big Race and Jack's House. If you have more than one child this disk is an absolute must. Two Can Play is about fun and learning combined with competition.

F1 -044 -BlackBoard v3 - A full featured Image Processing program, too many features to list, CU Amiga gives it an 89% Rating. 3 Disks \$10.00

F1 -052 -Operation Firestorm - An outstanding 'CONTRA' type scrolling one man demolition shoot'em up. PAL, but COOL! \$7.00

F1 048 - ERIK - This game was to be a commercial release. And it's NTSCable! \$7.00

F1 035 - Chilly Chavez - Use Chilly the Penguin over 7 large levels. 3 Disks, PAL, simple gameplay, great fun! \$10.00

F1 025 - Art School v1.1 - Absolutely the best program of this type anywhere! CU Amiga gives it an 88% and says 'Get it for your kids, then kick them off and play with it yourself!' \$8.50

F1 018 - RELICS OF DELDRONEYE - Like Monkey Island. Rated a 91% in June '94, THE ONE Magazine says 'TOP STUFF, BUY IT!' Comes on FOUR Disks. \$12.00

F1 050 - ABSOLUTE BEGINNERS GUIDE TO AMOS - Excellent tutorial for those of you who want to learn this great language! \$8.50

F1 051 - INTRODUCING WORK-BENCH - \$8.50

CLR LICENSEWARE

CLG 017 - Imbrium, Day of Reckoning - Outstanding graphic adventure, received excellent reviews from AmigaWorld - \$6.00

CLG 065 - WEAPONS MASTER! - A combat game from the same team that brought you Relics of Deldroneye and Fortress. \$6.00

CLU 040 - ARCO - A full featured AREXX COMPILER, compile AREXX programs and make them run without AREXX being present. Everything AREXX codes need! \$6.00

CLE 058 - STARS AND GALAXIES - A great reference for all ages! 3 Disks \$9.00

CLE 049 - TOTAL CONCEPTS DINOSAURS v2 - Every kid will love this great hyperguide tour through the land of the giant lizards! - \$9.00

PD/SHAREWARE DISKS @ \$1.00 EA

GAMES

ASI 201 - HYDROZONE, DIZZY LIZZY, ORB-IT.
ASI 202 - ST BASH, TOY BOX, THE RACE.
ASI 203 - CROAKER, METAL GO.
ASI 204 - BLACKDOWN 2, KILLER TOMATOES, NP.
ASI 205 - LOOTY, GREENZ, POKER SQUARES.
ASI 206 - BEBOP N DROP, ZOMBART, MINOUT.
ASI 207 - SENSIBLE MASSACE, SPITFIRE ASSAULT, SLUDDIT 2.
ASI 208 - KNIGHTS, PIZZACE, PSYCHO SQUARES.
ASI 209 - TRICK OR TREAT, SPACETAXI, VECTOR TANK BATTLE.
ASI 210 - TOUCH N GO, WAGGLEMANIA 2, HOP N HURL.
ASI 211 - MINI DASH, HAPPY MONSTER, DINGO.
ASI 212 - GAMMA ZONE, OOOZE, TAKE THE MONEY.
ASI 213 - MORIA, RUEDA V1.3E, DAME.
ASI 214 - 4 GET IT, PLUNTER, MECH FIGHTER.
ASI 215 - SUPER BATTLEZONE, CYBERKITS, MASH THE POTATOE.
ASI 216 - BOMBER 2000, BLACKDOWN 94, DICE O.
ASI 217 - MANGLED FENDERS, DUAL MACE, CUBIK.
ASI 218 - AGE OF ROCK, HEARTS BLACK LADY, COMMANDO RAID.
ASI 219 - CHOPPER ATTACK, ROUTE 66, GIMME 5.
ASI 220 - DR STRANGE, ALLEN FRENZY, F.WORM.
ASI 221 - HOT AIR, BAZZA N RUNT, POIS O FUN.
ASI 222 - E.S.P., LOOPDOOP, POING 2.
ASI 223 - LASERBIKES, OPERATION DESERT STORM, POKER SOLITAIRE, MOUSEMAZE.
ASI 224 - SQUARE STONES, TOPHAT WILLY, STAR BLISTER.
ASI 225 - STEEL DEVILS, XENOSTAR, BACKGAMMON.
ASI 226 - JUMPING JACK, TENCHON, ZILLO.
GAM 283 OVERLANDER - GREAT MOON BUGGY type GAME (PAL).

GAM 292 - Warchon - great 2 player Archon clone written in AMOS!
GAM 296 AGA SOLITAIRE - Just like the Windows version
GAM 297 - ROKETZ PD v2, AGA Only! Thrust Duel / Racing game. (PAL)
GAM 298 - SPITFIRE ASSAULT - Shoot'em up! Pal.
GAM 299 - KISS THE CANVAS - Boxing Game! Pal
GAM 300 - To the Death! Great Beat'em up! Pal
GAM 301AB - Georg Glaxo, AGA only platformer!
GAM 302AB - Missiles Over Xerion! PAL, Missile Command at it's finest.
GAM 305 - ONSLAUGHT!! - Fast Shoot'em Up!
GAM 307 - Spoggy - Great Platformer by the same group that brought you BEETLE!
GAM 313 - FEARS! - AGA Only! Playable Wolfenstein 3D type game. PAL! Check it out!
GAM 314 - CHARR, Better than Scorched Tanks?
GAM 317 - XenoStar Demo - Like the classic arcade shooter Sinistar! Check it out!
GAM 318 - Aladdin Playable Demo! Pal.
GAM 319 - Lion King Playable Demo! Pal.
GAM 320 - SKIDMARKS 2 Playable Demo AGA
GAM 321 - CYBERMAN - The PACMAN game of the CENTURY! A cross between Wolf3D and PacMan, must be played to believe. PAL
GAM 322AB - HYPERACE, Great overhead view racing game. 2 Disks. PAL
GAM 323 - RACER, Good sideways scrolling shoot'em up like R-Type. PAL
GAM 324 - Deluxe Galaga 2.5, Shareware vers.
GAM 325 - FEARS 2 - A1200 only! Like DOOM, w/ stairs, enemies, etc., everything you could want! (PAL)
GAM 326AB - HYPER RACER - Great 2 Disk overhead racing game written in AMOS! PAL
GAM 327 - C- A, The Game, better than average SEUCK game based on the AMIGA shooting Macs, etc.
GAM 328 - BANSHEE Demo - AGA Only! Playable demo of this excellent arcade '1942' clone. PAL works NTSC.
3397ABCD - Klondike AGA III, New 4 Disk update to this incredible game. WE HAVE OVER 20 CARDSSETS FOR THIS GAME, CALL AND ASK!
3459 XENEX, Xenex is an up-to-date variation on the old classic Asteroids. Written by Mark Sheekey, the guy who did Overlander and Global Thermocore Warfare.
3462 OBSTACLE, A superb christmas platform game. The graphics and sound are excellent.
3487 POWER BATTLE, This is a SUPERB 2 player shoot'em up.
3445(ABC) - DEAD OF NIGHT, a SUPERB 3 disk multi-language graphic adventure.
3387 CHESS PROGRAMS
3518 ZAXXON - Faithful recreation of c64 version of this classic. PLAYS GREAT!!
3539 TOP HOT WILLY - Game
3543 INTERNAL COMBUSTION Game.
3544 TURBO JAM PREVIEW GAME
3546 HD Games Installer - Will install Lion King, Aladdin, AlienBreed2 AGA, Superfrog and many, many more to Hard Drive!!
3549 SUICIDE MISSION GAME
3558AB INDIAN SPIRIT GAME
3567 POKERMANIA GAME
3568 LETHAL FORMULA GAME
3570 ROKETZ PD v2.25
3577 BOING v3.0
3595 CLASSIC PUCMAN
3609 INFECTION
3610 JUMPEM - Puzzle game.
3611AB CYBERGAMES - Beat'em up.
3612 THIRD DIMENSION #11 - 3D Construction Kit Disk Magazine.
3613 TRILEMMA v5
3619 PENGU
3625 ROB'S HOT GAMES #12
3636 MASH Game - A cross between Lemmings and Scorched Tanks. Excellent!
3643 DR. STRANGE 2 - Excellent Platformer.
3645 STEP 5 AGA TETRIS - AGA Only

KLONDIKE AGA CARDSSETS!!
3553 STARWARS CARDSSET
3560 MARILYN MONROE CARDSSET
3406 R. WLY CARDSET
3401 RETURN OF THE JEDI CARDSSET
3402 EMPIRE STRIKES BACK CARDSSET
3407 SWIMSUITS CARDSSET
3408 FACES 2 CARDSSET
3411 STNG CARDSSET
3438 FAST CARS CARDSSET
3467 RAMMA CARDSSET
3468 SAILORMOON CARDSSET
3470 FANTASY D&D CARDSSET
3490 ELLE MACHPERSON CARDSSET
3520 NORMAL CARDSSET
3527 SHERILYN FENN CARDSSET
3528 RIPPING YARNS CARDSSET
3529 PERIHELION CARDSSET
3534 LION KING CARDSSET
3571 CINDY CRAWFORD CARDSSET 2
3572 BEAUTY CARDSSET
3573 HEROINE CARDSSET
3574 DRAGONLANCE CARDSSET
3575 ACHILLEOS CARDSSET
3576 CARDSSET CONSTRUCTION SET

3578 FRACAL CARDSSET
3598 PRETTY WOMAN CARDSSET
3606 PHOTOC CARDSSET
3607 FLOWERS CARDSSET
3640 SPACE CARDSSET
3641 AMIGA ART CARDSSET
UTILS & MISCI!
3458(ABCD) A-Z OF LIGHTWARE OBJECTS
5 disks jam packed full of objects for use in LW V3.0+. There are 129 objects altogether.
3469 ROB'S HOT STASH #22, HPDesklet 560C
3488 IMAGINE OBJECTS, 5 BIG objects on here!
Imagine 2 + 3. On here we have AtakShip, ChunLi, Street Fighter 2 Arcade Machine, XWing and DragonBall. All are archived.
3492 IMAGESTUDIO V1.21, The latest version of this superb image processing tool. Converts back and forth between many different formats.
3499 - ICON TOOLBOX, Create icons of any size and up to 256 colours from paint files.
3547 - More 256 Color Icons, plus Iconian
3501 MAINACTOR V1.55, MainActor is a full featured animation program. You can create / edit / time / play animations of any size on your native amiga chipset or your graphic card
3471 MAGICWB BRUSHES + ICONS
3472 MIDNIGHT V2.08, A modular screen blanking system designed for AmigaDOS 2.x+.
3437(AB) EAGLEPLAYER V1.53, Comfortably play music of many different sound-formats.
3439 IMAGINEBABYLON 5 OBJECTS.
3404 VIRTUAL MEMORY UTILS, VMM V2.1 Implements a virtual memory manager for Amigas with a 68040 or 68030 processor. A nice GUI is also provided.
3535 TERM v4.2 for 68000 powered Amigas
3536 TERM v4.2 for 68010+ powered Amigas
3537 TERM v4.2 Extras, Libs, Docs, etc.,
3531 ONFORM v1.36 Form Maker.
3538 Virus Workshop v4.6, Kill those nasties.
3523 MORE MAGICWB ICONS
3519 VISUAL ARTS GITS GUI DESIGNER
3524 MINIMORPH 1.1D
3538 MAGIC SELECTOR v1.4
3547 MORE 256 COLOR ICONS
3550ABC LION KING CLIPART
3551 MUI v2.3
3552ABC STARWARS IMAGINE OBJECTS
3556 FINAL WRITER 3.030 PATCH
3560 NEW UTILS #5
3561 CYBERPUNK NOW MAG. #4
3563 GFX UTILS #2
3580ABC PAGESTORM 3.0F PATCH
3581 INTERNET UTILS
3582 NEW UTILS #6
3583 AGA SPECTRUM EMULATOR v1.66
3588 IMAGE DESK v1.2
3589AB PHOTO TECHNIQUES
3592 JPEG AGA v2.1
3594 PARNET HARD DRIVE INSTALLER
3597 FINAL WRAPPER v3 - Must have utility for FINAL WRITER, 'wrap' text objects.
3620 FILER v3.23
3621 CD32 SAVER & RAD - SX-1 Utilis.
3623 BLITZBLANKER 2.5 AGA only.
3630 MULTITOOL II v2.1
3631 OCTAMED & MIDI Tutorial.
3634 EAGLEPLAYER v1.54 - .mod player.
3635AB MORE MAGICWB EXTRAS
3642AB IMAGE STUDIO v2.0
3639 OCTAMED v4, Full version.
AR 4/95 - AMIGA REPORTS ONLINE - The finest Electronic Amiga magazine around. AmigaGuide Format, call for the latest issue!
3530 ADDRESS PRINT v4.4, recent update to this excellent address database labelprinter.
UTI 161 - NICO FRANCIOS' NEW ICONS
UTI 160 - VLT, Great VT-100 Term program
UTI 149 - CANON STUDIO, Canon Printer Disk!
UTI 148 - REORG & DISKSALV
UTI 147 - MAGIC WB v1.2p
REMEMBER ALL PD / SHAREWARE DISKS ARE ONLY \$1.00!!!!!!

PHOTOGENICS GRAPHICS PROGRAM!

YES WE HAVE IT!!! - AN INCREDIBLY POWERFUL PROGRAM - ONLY \$75.00

MAGAZINES:

AMIGA FORMAT - \$8.00 + \$2.00 S&H
CU AMIGA - \$8.00 + \$2.00 S&H
AMIGA COMPUTING \$8.00+\$2.00 S&H
AMIGA SHOPPER - \$8.00 + \$2.00 S&H
AMIGA POWER - \$8.00 + \$2.00 S&H
AMIGA ACTION - \$8.00 + \$2.00 S&H
CD32 GAMES - \$9.00 + \$2.00 S&H

COMPLETE 6 DISK CATALOG AND

SAMPLE PACK ONLY \$5.00!!!

S&H: 1 - 10 DISKS - \$2.00, 11 - 50

DISKS \$4.00, 51+ DISKS \$6.50

CD's: 1 CD \$2.00, 3+ CD's \$4.00

!!WE ACCEPT VISA / MASTERCARD!!

Using Postscript Fonts with Professional Page

By Douglas J. Nakakihara

Postscript fonts without CG-conversion.

When GoldDisk first put Compugraphic (CG) font support into Professional Page (PPage), Postscript printers were prohibitively expensive, and this outline font technology provided comparable print quality on non-Postscript printers. The FontManager utility was supposed to convert Postscript fonts into CG format, but it often failed. Soft-Logik's TypeSmith (\$199.95) has a higher success rate, but still falls short of perfection, especially on really complex PD (public domain) fonts. However, with Postscript printers now selling for well under \$1,000, it's time to look into how Postscript fonts can be used with PPage without CG-conversion.

PPage already handles the "basic" 35 Postscript fonts (Times, Helvetica, etc.) that are built into most Postscript printers. However, installing additional Postscript fonts to work automatically with PPage is not well documented. Fortunately, it is not that difficult. All you need is Amiga bitmapped versions of the font and metric files, plus the Postscript font in downloadable format. The basic programs required to generate the files are PD and available on most BBSs. However, there may be circumstances when TypeSmith is needed.

Since the display will be using Amiga bitmapped fonts, screen updates will be lightning-fast. Your documents will also print faster and look sharper. However, fonts will not look nearly as good on your monitor—PPage will make liberal use of its "greeking" feature. (If you need the best possible screen fonts, you can use a CG version of a font instead of an Amiga bitmapped font. However, this will result in essentially redundant files stored on your hard disk with no difference in printed output.)

Postscript Font Files

I'll be using the MS-DOS naming convention (eight characters plus a three-character extension), since it is commonly used for Postscript fonts. There are usually several files for each font; however, you only need the one with a .PFB extension and the one with an .AFM extension.

The PFB file contains the information describing each character in the font. The AFM file contains the font width and kerning information. If the AFM file is missing, you can use TypeSmith to generate one. (There are public domain utilities that do this, but I have never had much luck with them.)

Amiga Tools

The first utility we need is "Post" by Adrian Aylward. (On BIX the archive is called "POST17B.LZH" and is 211k.) This is a Postscript interpreter and a story all by itself. (Suffice it to say, you can use it to print Postscript output on non-Postscript printers.) You only need "Post.library" and "Init.ps" from this archive. Do the following:

- 1) Copy "Post.library" to your LIBS: directory.
- 2) Create a directory on your hard disk called PSFonts.
- 3) Copy "Init.ps" to the PSFonts directory.
- 4) Assign the name "PSFonts:" to this directory. (You might want to add this assignment in your User-Startup file.)

The next utility you'll need is "Font Manipulator for DTP," also by Aylward. (BIX: FMDTP3.LZH, 90k.) Again there are numerous files and you only need a few. Execute the following steps:

- 1) Copy "Mkbmap" to your C: directory.
- 2) Copy "Mkmetric" to your C: directory.
- 3) Copy "ppext_encoding.ps" to your PSFonts: directory, but rename it "encoding.ps".

Finally you'll need "PS Download" by Mike Todd. (BIX: PSDL.LZH, 7k.) There are only two files in this archive, the program and the documentation file. Copy the program to your C: directory.

TypeSmith Filtering

I had no problems with real Adobe Postscript fonts. However, I found that Mkbmap wouldn't work with many of the PD fonts I had—especially those created with "Fontographer," which most of mine were. (View the PFB file with a text viewer for an indication of the font's origin.) Fortunately, I found that if I imported a PFB file into TypeSmith and then just exported it as a PFB file, Mkbmap was a happy camper. Essentially, you won't know if TypeSmith is required until you try to use Mkbmap.

Bitmapped Fonts

Mkbmap will create an Amiga bitmapped font from a PFB file (e.g., DOUGSDEL.PFB). The PFB file must be copied to the PSFonts: directory and renamed using the real font name (e.g., Dougsdelight). The renaming is extremely important! The following command at any CLI prompt will get it done in one step. I'll assume the PFB file is on a floppy disk in DF0: and use my example names:

```
copy df0:dougsdel.pfb psfonts:Dougsdelight
```

You can determine the real name of a font by using a text viewer on the AFM file. Look for the text "FontName" near the beginning of the file. The font name will follow this (e.g., "FontName Dougsdelight"). You must use the exact name, including any dashes (-), and it is case-sensitive. Make sure you use the "FontName" and not the "FullName", as they are not always the same.

To create a 12 and 24 point Amiga bitmapped font in your FONTS: directory called "Dougdelight," execute the following command:

```
mkbmap -n fonts:Dougdelight/* Dougdelight 12,24
```

If you want to create additional font sizes just add them to the command, separated by commas. However, a 12 and 24 point font should be adequate, since PPage can resize them on the fly. (Not always a pretty sight, however.) You might want to create more sizes for frequently used fonts to make them more legible on screen. (You don't really have to use the real name after "fonts:"; however, I suggest you do so when possible to keep things uniform.)

If you have a problem at all, it will probably occur with Mkbmap. If you get a "Post: error: invalidfont, command — findfont—" error, check that the real font name is spelled exactly right, including case. If you get a similar error, but with "command — charpath—" at the end, it may be that Mkbmap just can't convert the font. (Note: only six of my 700 fonts failed (after TypeSmith filtering), mostly because of defective original PFB files.) In any event, after getting an error, recheck all steps.

Metric File

The AFM file doesn't have to be in the PSFonts: directory and you don't have to rename it. Just issue the following command:

```
mkmetric fonts:Dougdelight.metric df0:dougdel.1.afm
```

Although you can optionally append the bold, italic, and bold-italic version AFM files to the above command, I don't recommend it. It's better to treat each version as a separate independent font. Otherwise, you'll waste time trying to figure out if you have the bold or italic versions of a particular font. PPage's bold and italics styles will work on your screen, but will not print out that way. You need to have separate bold and italic Postscript font files, it cannot be derived from the plain version.

Shortened Filenames

If the real font name is longer than 23 characters, you'll need to use a shortened name when creating the bitmapped font and metric. (PPage will still be able to download the correct Postscript font because its real name is embedded in the Amiga font file.) Here is an example:

```
mkbmap -n fonts:Superlongfn-ExtraBold/*
          Superlongfilename-ExtraBold 12,24
mkmetric fonts:Superlongfn-ExtraBold.metric df0:superlgf.afm
```

If you already ran Mkbmap or Mkmetric, just rename the two files and directory that were created in the FONTS: directory with shortened names. Be sure the .font and .metric extensions are spelled out and run the AmigaDOS program "Fixfonts" afterward.

Downloadable Fonts

The PFB file contains all of the necessary font information, but because it's partially compressed, you need to convert it into something more palatable to your printer. To do this, use PSDownload as follows:

```
psdownload >cgfonts:ps/Dougdelight.psfont -f
psfonts:Dougdelight
```

This will create a downloadable-formatted Postscript font file in the CGFonts:ps directory. Don't forget the "-f" switch. The program will still work if you leave it out, but the font won't work right in PPage. Trust me!





Portable Amiga Workstation

PAWS 3000 and 4000



PAWS 600 and 1200



**PAWS Kit Includes: Laptop Case, Trackball
Color Display, Power Supply w/Battery**

Coming Soon

P.O. Box 1825, Manassas, VA 22110
703-330-7290 (Voice/Fax)




Circle 115 on Reader Service card.

Using the Fonts

After you convert a font or two, try using them in PPage. They should appear alphabetically in the Typeface list, after the CG fonts. (Any fonts in the FONTS: directory that have a .metric file will appear.)

If they don't appear in the list or on screen when you type something, try creating the bitmapped font and metric file again. Also check the FONTS: directory to see if the font files are there. If the font passed Mkbmap's scrutiny, it should work!

If the screen looks OK, output the document to your Postscript printer (right-Amiga p). Make sure the "Include Downloadable Fonts" button is selected and click OK. PPage should indicate it is downloading the font(s) in the dialog box that pops up.

If all went well, your text will be printed in all of the glory of Postscript. If not, then there is a problem with the downloadable Postscript file. Try creating it one more time. Again, if the font passed Mkbmap's scrutiny, it should work! However, I had two fonts that looked fine on screen, but would cause a page not to print if used.

Font Character Problems

With PD fonts, you'll sometimes find the space character width is off or there are missing characters. This is usually a problem with the actual PFB file and you need to edit it with TypeSmith and create new PFB and AFM files.

Automation

To automate the above process, I have written two ARExx scripts. "PFB2PFB.tsrx" is optional and filters the PFB files using

TypeSmith. The second script, "MakePS4PPage.rx," generates the bitmapped, metric, and downloadable files.

Both scripts need a data file as an argument, containing a vertical listing of all of the PFB files. An easy way to create the list is described in the script's remarks.

CG Fonts

Unless you're going to use them in another program, like ProDraw, there is little reason to keep any redundant CG fonts. You can always recreate them again later on an as-needed basis.

Long Boot

The only real problem of using Postscript fonts in this manner occurs if you have hundreds of them. PPage does not store a list of bitmapped fonts, like it does for CG fonts. As a result, it must create the list of available fonts every time you boot PPage. With about 700 fonts, it takes over ten minutes before the PPage screen comes up on my A3000!

Separate Fonts: Directory

Now if all of your bitmapped fonts are stored in FONTS:, you'll get a long delay with any program that attempts to bring up a list of fonts. If you don't run PPage all of the time, put the generated Amiga fonts and metrics into a directory other than FONTS: (i.e., substitute this path for "FONTS:" in the Mkbmap and Mkmetric command lines described above). I use a directory called "fonts" under PPage:. Boot PPage using a short script file that assigns FONTS: to this directory before running PPage. The original FONTS: assignment can be restored after exiting PPage. Here is an example:

```
Assign FONTS: PPage:fonts
Stack 10000
PPage:ppage -its
Assign FONTS: SYS:fonts
```

Note: Use IconX to automate this for running from Workbench.

Since you'll probably never use all of your fonts, keep them in a directory called Font.storage under PPage:. Then, on an as-needed basis, before you boot PPage, copy or move the pertinent font files to the ppage:fonts directory.

FontcacheX

Steve Tibbet's FontcacheX (another PD program) can provide some relief. FontcacheX saves the list of available fonts in memory after the first time any program requests it. After that, anytime any program requests the available fonts, you get instant response. Unfortunately, if you change the FONTS: assignment or add new fonts, FontcacheX will still remember the original list. I wish FontcacheX would save the list to a file, so it wouldn't have to start all over each time you turn your computer on. As it stands now, I recommend FontcacheX only if often run PPage multiple times without rebooting.

Summary

Using Postscript fonts with PPage has eliminated a frustrating need to convert Postscript fonts to CG. Since GoldDisk is no longer upgrading—but supposedly still supporting—PPage, the long boots will have to be tolerated or you can use one of the workarounds. In any event, I finally have access to hundreds of fonts that I could never convert to CG format—life is good.

Listings

PFB2PFB.tsrX

An AREXX Script to "filter" PFB files by importing and then exporting them using TypeSmith by Soft-Logik. This was written to be executed from TypeSmith; however, you can also run it from the CLI (while TypeSmith is running).

SYNTAX: PFB2PFB.tsrX <Fontlist>

—"Fontlist" is an ASCII file containing a list of PFB files. This file can be created very easily using the AmigaDOS 'LIST' command. If the PFB files were on a floppy disk in DF0: you would do the following:

- 1) Execute this command:
List >ram:Fontlist DF0:*.PFB
- 2) Using a text editor, delete non-filename lines in the file ram:Fontlist. It is not necessary to delete the information that follows the filenames (i.e., file size, creation date, etc.).
- 3) Execute this command:
Sort from ram:Fontlist to work:Fontlist

Substitute pathnames to suit your system.

```
*****/
Parse arg infile
Address 'TYPESMITH'
Options results

/* Display error if no fontlist file is provided */
If infile = '' then do
  display_alert 'Syntax: PFB2PFB.tsrX <FontList>|Exit'
  Exit
End

/* Display error if unable to read fontlist file */
If open('textfile', infile, 'read') = 0 then do
  display_alert 'Unable to locate Infile.|Exit'
  Exit
End

/* Set these variables to your match your system.
-Inpath is the directory where the PFB files are.
-Outpath is the directory where you want the new PFB
files to be saved. These can be the same if you want
to overwrite the original PFB file.
-Ending slash (/) is needed if path is not the root
dir.
*/
inpath = 'DF0:'
outpath = 'Work:PFB/'

Do while eof('textfile') = 0
  /* Extract fontname */
  /* NOTE: There is a space between these single quotes */
  fontname = readln('textfile') || ' '
  aaa = pos(' ', fontname)
  fontname = left(fontname, aaa-1)

  If aaa > 1 then do
    Say 'reading: ' || fontname

    /* Import the PS font */
    import_pfb inpath || fontname
    If rc > 0 then do
      display_alert 'Import PFB failed.|Exit'
      Exit
    End
    show_filled 1

    export_pfb outpath || fontname
    If rc > 0 then do
      display_alert 'Export PFB failed.|Exit'
      Exit
    End
    close_font
  End
End
Exit
```


MakePS4PPage.rx

An AREXX Script to automate the use of MKBMAP, MKMETRIC, and PSDOWNLOAD. Script assumes these programs have been installed per their documentation.

SYNTAX: MakePS4PPage.rx <Fontlist>

-"Fontlist" is an ASCII file containing a list of PFB files. This file can be created very easily using the AmigaDOS 'LIST' command. If the PFB files were on a floppy disk in DFO: you would do the following:

- 1) Execute this command:
List >ram:Fontlist DFO:#7.PFB
- 2) Using a text editor, delete non-filename lines in the file ram:Fontlist. It is not necessary to delete the information that follows the filenames (i.e., file size, creation date, etc.).

- 3) Execute this command:
Sort from ram:Fontlist to work:Fontlist

Substitute pathnames to suit your system.

Specifically, the script does the following:

- 1) Copy the PFB file in the current dir to PSFonts: using the filename.
- 2) Create a downloadable PS font file in the CGFonts:PS dir using DownloadPS with -F option.
- 3) Create 12 and 24 point bitmapped fonts in FONTS: using Mkbmap.
- 4) Create the metric file in FONTS: using Mkmtrc.
- 5) Clean up and delete PFB file in PSFonts:

NOTES:

- Run this script from the directory containing the PFB and AFM files.
- If you redirect screen output to a file, that file can be examined later for errors. For example:
rx >ram:read.txt rexx:makeps4page.rx work:fontlist
- Highly recommend PFB files be imported and exported with TypeSmith before running this.

Parse arg infile
Options results

```
/* Display error if no fontlist file is provided */
If infile = '' then do
  Say 'Syntax: MakePS4PPage.rx [FontList]'
  Exit
End
```

```
/* Display error if you are unable to read fontlist file */
If open('textfile',infile,'read') = 0 then do
  Say 'Unable to locate Infile.'
  Exit
End
```

```
Do while eof('textfile') = 0
/* Extract fontname */
/* There is a space between these single quotes */
filename = readln('textfile') || ' '
aaa = pos(' ', filename)
filename = left(filename, aaa-1)
```

```
/* PFB file has to be longer than 4 characters (.PFB) */
If length(filename) > 4 then do
```

```
/* Search through PFB file for real fontname */
Call Findname
Say 'Processing: ' || fontname || '(' || filename
```

```
|| ') '

/* Calculate AFM filename. */
bbb = pos(".", filename)
metricfile = left(filename, bbb-1) || '.afm'
```

```
Say ' Copy PFB file to PSFonts: and rename using
real font name...'
Address command 'copy ' || filename || ' psfonts:'
|| fontname
```

```
Say ' Creating downloadable PS font...'
Address command 'c:psdownload >CGFonts:ps/'
|| fontname || '.psfont ' || '-f psfonts:' || fontname
```

```
Say ' Creating bitmapped font...'
Address command 'c:mkbmap -n fonts:' || fontname
|| '/' || fontname || ' 12,24'
```

```
Say ' Creating bitmapped metric font...'
Address command 'c:mkmtrc fonts:' || fontname
|| '.metric ' || metricfile
```

```
Say ' Deleting files copied to PSFonts:...'
Address command 'delete >nil: psfonts:' || fontname
End
```

Exit

Findname: procedure expose filename fontname

```
/* This subroutine searches through the PFB file and then
finds and stores the real fontname.
*/
```

```
If open('pfbfile', filename, 'read') then do
  aaa = 0
  Do while aaa = 0
    /* If end of file reached, display error message. */
    If eof('pfbfile') then do
      Say 'FontName string not found!'
      Close('pfbfile')
      Exit
    End
```

```
/* Read a line from file */
alin = readln('pfbfile')
```

```
/* Look for string: /FONTNAME, using upper case */
aaa = pos('/FONTNAME', upper(alin))
End
```

```
/* Extract fontname string */
beg = pos('/', alin, aaa + 1) + 1
```

```
/* There is a space between the single quotes */
len = pos(' ', alin, beg) - beg
```

```
fontname = substr(alin, beg, len)
Close('pfbfile')
```

End
Else do

```
Say '>>> ERROR: Cannot open PFB file'
Exit
```

End
Return

•AC•

Please Write to:
Douglas J. Nakakihara
c/o Amazing Computing
P.O. Box 2140
Fall River, MA 02722-2140

Stay Current!

Your Amazing Computing is the best means of receiving accurate and timely information about the Amiga. Subscribe Today!

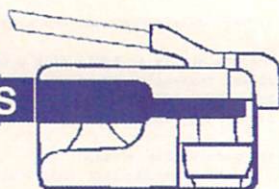
1-800-345-3360

Toll-free in the US and Canada or dial (508) 675-6002 or FAX (508) 675-6002 for foreign orders.

on line

amiga telecommunications

by
Rob
Hays



Database programs, utilities that automate your Amiga activities, and an *Amazing* reference.

This month we will take a look at some programs on the nets that should help keep your Amiga warm on these long winter nights.

Multifinder v1G

Sooner or later, nearly everyone needs a database. Any information that you need to organize and keep handy, from names and addresses, to stamp collections, is fodder for a database. Data Management and Research, Inc., of Gainesville, Florida, has developed a new text-only database program called Multifinder, and they have made available for downloading a freeware evaluation version. This is a fully functioning program whose only limitation is the number of records that can be imported, edited or exported. While this version limits you to a maximum of 75 records for those functions, it can make use of the databases of up to 65,000 records that can be created by the full program.

Multifinder can import and export ASCII text, and its own unique data files. It features fill-in-the-blank data searches that do not require specific keywords, and an ever present list of important keys at the bottom of the screen. This is a great help because everything is keyboard controlled except for selecting files from the requester. A fee of \$104 gets you the full version of the program, printed and bound documentation, and four databases.

Multifinder requires 2MB of ram, and Workbench 1.3 or higher. While it will run on a floppy based system, like any database it is disk-intensive, and searches will be slow.

If you have heavy-duty data needs, you should get one of the commercial products. On the other hand, if you are keeping track of your video library rather than a government agency, Multifinder might be the solution to your needs. The Multifinder archive contains the program, documentation, and a small database sample. At 2400 bps the 181,376 byte file will take just over 15 minutes to download.

Amazing

A database without data is pretty boring, so DMR also has been uploading some sample databases to use with Multifinder. One of particular interest to us is the file aa9411.lha. This 13,828 byte archive contains an index of articles published in *Amazing* from August 1993 through November 1994. Using Multifinder, you can search by title, author, subject, issue, and more. Download time should be just over one minute.

CommandList v1.1

This is a test. Quick- how many programs do you have in your WBStartup Drawer? OK, part two of the test. They each have their own hotkey sequence, right? Now name the combination for each program. Chances are if you start more than one or two programs during your boot-up sequence, you will have trouble remembering just which keystroke combination brings up which program. Enter CommandList from John Billing (Figure 1).

This program allows you to access any type of program from a scrolling list. Simply double-click the name, and the

program is off and running, just as if you had found where on the hard drive you had it stashed, and used its own icon. Configuring CommandList with your programs of choice can be done a couple of different ways, although by far the easiest is to start the program and open the Edit window. This window becomes a Workbench AppIcon, which means all you have to do is drag the program icon over to this window, and it is installed. If you use the Show All Files option from the Workbench Window menu, you can drag a program name in the same manner. CommandList can determine if your program expects to be started from the Workbench or the CLI, and act accordingly. It has its own hotkey combination to start it, but if you forget, it installs itself in the Tools Menu.

CommandList is Freeware, and requires 2.0 or greater, using the Localization feature of 2.1 and above if present. The 23,899 byte archive includes the program, Swedish and German translations, documentation in Amiga guide format, and an installation script. This script requires Commodore's Installer utility, but the docs explain where the files belong if you do not have Installer. At 2400 bps, you can list your favorite commands in just under two minutes.

Drop'n Act v1.0

As long as we are talking about AppIcons, we should mention this Freeware utility from Rüdiger Hanke (Figure 2). When run, this program installs an AppIcon on your Workbench. Dragging a file over to this icon causes the utility to analyze the type of file, then take the

appropriate action. If the file is a picture, your picture viewer utility is run, displaying the picture. A sound clip would cause your audio utility to run, and so forth.

Installation of Drop'n Act is simple; unpack the archive, and drag the icon to the drawer you want it in. Configuration is a little more involved. Each type of file you want to recognize requires you to enter the path to the location of the appropriate program. You then have four special codes that you add to the path, telling DnA exactly what actions to take. These include passing the name of the file to be processed to your utility program, opening customizable requesters, and executing batch files. Eighteen specific file types are recognized by Drop'n Act v1.0, plus a catch-all Unknown category.

The 13,128 archive includes the DnA program, a sample configuration file, and sparse but adequate documentation in English and German. Transmission time should be just about one minute.

Where to look

I found Multifinder 1G and the Amazing database in the Starship library on GENIE, as file #24455, and file #24533. CommandList was located in Library 10 in the AmigaUser Forum on CompuServe, under the name CMDLIST.LHA. Drop'n Act was in Library 8 in AmigaUser as DNA.LHA, and on Portal as file #4842.3.35.291 Dropnact.lha.

Who Ya Gonna Call?

Here are some more Amiga BBS systems that you might want to check out:

NAME: The Boarding House

PHONE: (913) 827-0744

SPEEDS SUPPORTED: up to 14,400

CONTACT: Robert Davis

rdavis@nyx.cs.du.edu

MISC: Amiga users may freely download Amiga files by using the login name — anonymous and the password — pass.

NAME: S.A.U.G. (Saskatoon Amiga Users' Group)

PHONE: (306) 242-6936

CONTACT: S.A.U.G.

C/O 2213 McKinnon Ave. S.
Saskatoon, SK Canada S7J 1N5

NAME: Naples Amiga BBS

PHONE: (813) 732-7236

SPEEDS SUPPORTED: 1200 bps to
14,400 bps

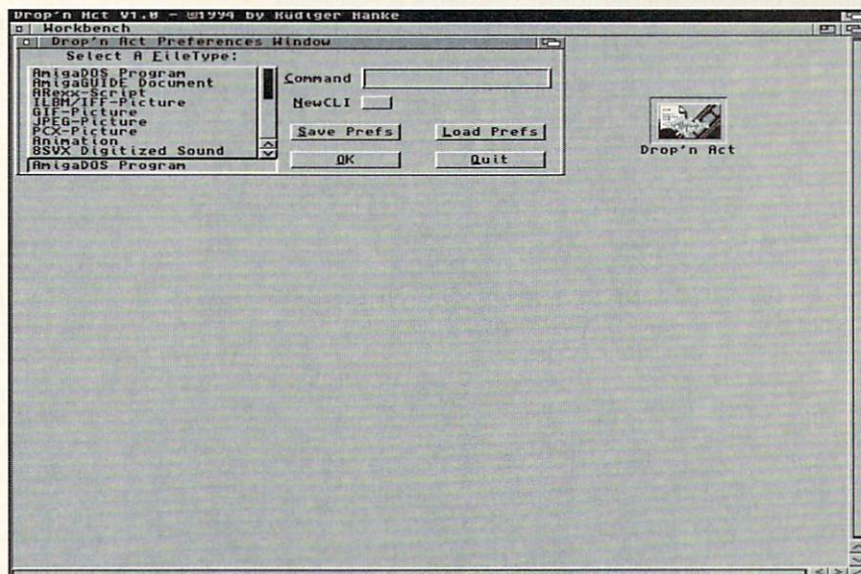
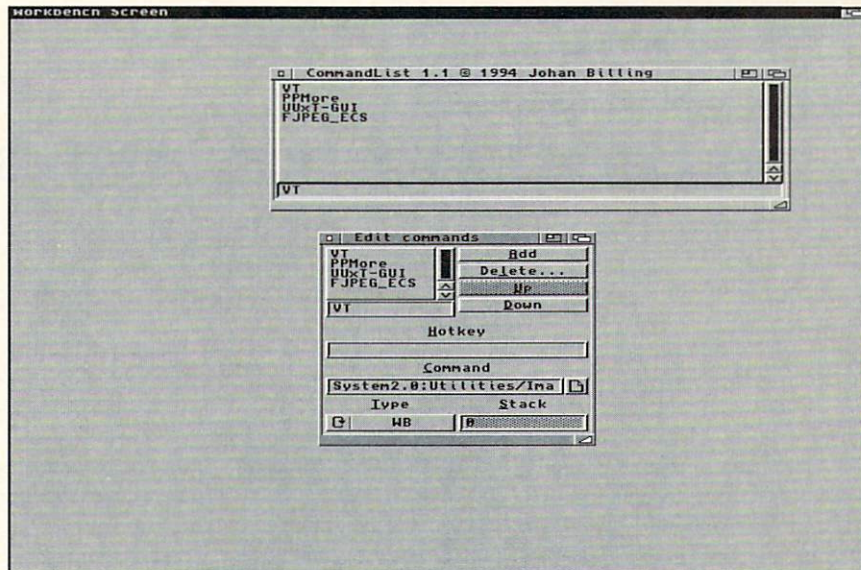


Figure 1(Top): CommandList access any type of program from a scrolling list by doubleclicking the name.

Figure 2 (Bottom): Drop'n Act v1.0 dragging a file over to this Applcon causes the utility to analyze the type of file, then take the appropriate action.

SETTINGS: 8-N-1

MISC: No fees, free immediate downloads

CONTACT: Bruce Benioff

Where To Find Me

R.Hays5 on GENIE

RHAYS on Delphi

72764,2066 on CompuServe

Rob Hays on Portal

InterNet users, the quickest response will probably occur if you use:

R.HAYS5@GENIE.GEIS.COM

For U.S.Mail: Rob Hays, P.O. Box 194, Bloomington, IN 47402. Please include a SASE if you need a personal reply.

If you run an Amiga specific BBS, send me the information callers will need to access your system. Phone number(s), modem speeds, software settings, etc. As a service to the Amiga community I will include the information I receive in this column from time to time. Send the info to any of my addresses above.

That's all for now. See you on-line!

A Directory Opus LHA Display Utility

by Merrill Callaway

Getting more from Directory Opus with an ARexx Utility

This month's program is a handy and ingenious ARexx macro for Directory Opus (DOPus) that allows you to view the contents of LHA or LZH compressed archives and select which files/directories you want to decompress, using only mouse clicks. I am not the author of the macro, but I did correct a few errors in the version given me by a friend who downloaded the original from a BBS. The listing shows where I modified the original. I also cleaned up the format and coding a little and put the ARexx instructions in caps for readability.

It would be instructive to look at this macro as a good example of a really clever use of ARexx in a DOPus macro and also for learning how to improve ARexx scripts you may find on a BBS. The file is named `LhArc_ext.dopus` ver 1.11 by KjPetlig. For proper documentation, I call my corrected version listed here as \$VER: 1.12, since I modified it enough to warrant a different version number. Note the syntax of adding a version information to your ARexx programs. On a command line

```
version REXX:LhArc_ext.dopus
```

will display "1.12" if the above syntax is anywhere in the file. The listing shows the history of the program, and even includes a Help file for appending to the Directory Opus Help file, `DirectoryOpus.HLP` in your S: directory.

The syntax for a DOPus Help file entry is to put an asterisk next to the button or gadget name on one line. Then put in as many lines of help as you need and finish off with a "^" character at the end. Help entries are all stored in an ordinary text file. I always write a help file for my ARexx DOPus scripts because I do not always remember what they do months later. I like the idea of including a ready made help file in the program itself. By the way, if you are writing ARexx programs that operate from the CLI or Shell, you may include help in the program file and test for an argument character of "?". If the ARexx program has the argument "?", then the program would display its own help file or template. This follows AmigaDOS format.

For instance, if you have a program called `DOIT.rexx` and from a command line you type:

```
rx doit ?
```

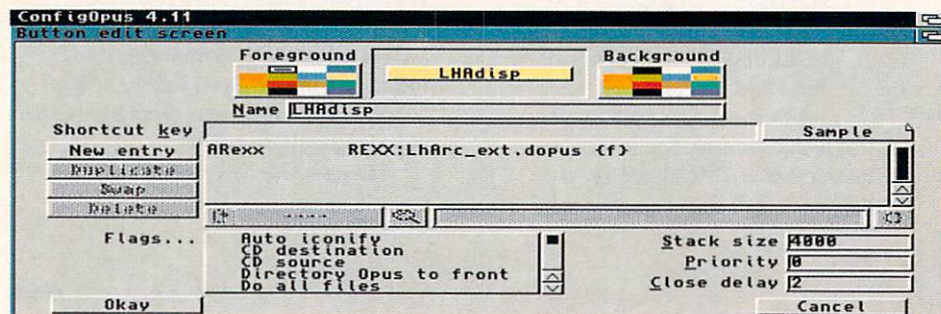
then if the first part of the program is coded,

```
/* DOIT.rexx with help */
ARG help

IF help='?' THEN DO
/* display help lines...*/
SAY 'help line 1...'
SAY 'template maybe...'
SAY 'etc...'
END
/* rest of program */
```

I changed the name of the DOPus button to `LHAdisp` instead of "`LhArc_ext`" because I thought that it was more mnemonic. Whatever you name your button, you want to set it up as an ARexx program in the DOPus configuration window. Use no flags and put in the DOPus line argument {f} after the program name to get the selected archive as an argument for the program. The operation is simple. Select an archive ending in ".LHA" or ".LZH" in either DOPus window. Click on the button named `LHAdisp` and a list of all files and directories in the archive will appear in the same window as the selected archive. You may penetrate subdirectories by selecting a directory name and clicking on the button again. The directory will be expanded. Note: you cannot travel back up the archive tree by pressing parent as you ordinarily would.

The program uses the same window that was there before and removes the names of its entries (but not the files they represent!), so if you click on parent, you get the parent of the directory whose entries were removed. What you see is the contents of a temporary file `T:REXXtemp` for holding the archive names. The LHA program itself has options for displaying the contents of an archive, and ARexx has the ability to execute AmigaDOS commands. The author took this one step further, displaying the results of the special LHA call in a DOPus window. There are of course further changes some of you may want to make. For instance, you may want to put the



ConfigOpus

A handy and ingenious ARexx macro for Directory Opus (DOPus) that allows you to view the contents of LHA or LZH compressed archives and select which files/directories you want to decompress, using only mouse clicks.

contents of the archive's file table into a separate buffer instead of removing the file entries from the current buffer. If you were viewing a lot of archives, this would let you keep each archive list in a separate buffer.

The way the program is written now it displays the file/directory contents of one archive at a time in the active window. If you choose not to extract anything and rescan the source window, the file names in the directory that was there originally reappear. If you decide to extract one or more of the displayed files, select them and press the same button. The files will be extracted and put into the destination window (the non-active window), and the source window will be rescanned to show the original contents. Extracted files will really be in the destination directory, unlike the archive file names which are only displayed in the source window. Let's take a look at the listing.

Get the Information from DOpus

First, we tell the program where to find LHA, a freely distributable archive utility available from BBSs and on Fred Fish CD. I have my copy in C:, but if you keep LHA somewhere else, change the line to reflect your path. An OPTIONS RESULTS line informs ARexx that we want to have the special variable RESULT assigned a value after any function calls.

The address 'DOPUS.1' instruction is not necessary because the program runs from a DOpus window, and the address is implicit. I commented it out in case you have multiple copies of DOpus running, where the DOPUS.n address needs to be the open document address. The ID_Comment variable is assigned a value '***Extracted_from:' to be attached as a file comment later on. This comment string is how the program can tell whether you are viewing an archive's file names for the first time, or de-archiving selected files:

```
IF (the file spec does NOT contain this string) THEN (generate display of
names); ELSE (extract the selected files).
```

The test is performed by the ARexx function INDEX(). If a string is found inside another one, then INDEX() returns a non-zero number, the offset of the string; otherwise INDEX() returns zero.

DOpus Window Handling

First, however, the program needs to get the window and file information from DOpus. This part was where the author, KJPetlig made some mistakes. The DOpus command STATUS 3 returns the active window: 0 is the left window, 1 is the right window. We let the token, window, take this value (0 or 1). Therefore the destination window, destwindow is the absolute value of (window-1).

The ARexx function ABS() comes in handy here. "STATUS 13 window" sets the path to that of the active window, and path is assigned the RESULT. We use virtually the same code to set another path to that of the destination window and assign this result to destpath.

Next we need to get rid of a flaw in DOpus which chokes on the device name with spaces, "Ram Disk." The program tests both path names and adjusts their names accordingly. The LEFT() function looks for a matching "Ram Disk" in the first 8 characters. Then a PARSE on a pattern ":" removes the pattern and assigns the remainder of the path to drest. Then a simple concatenation reassembles our path as "RAM:" || drest. This fix removed the problem of extracting to the Ram Disk device.

GETNEXTSELECTED is a DOpus command to return the next selected file name in the RESULT variable which gets assigned to ArcNm. Only the first file name is returned. This is always the case

unless the entry is deselected by another command. Later in the program, the multiple selections are each deselected during a SELECTFILE command in a loop, so the GETNEXTSELECTED that occurs after it does get the next file in the list.

Now the program tests ArcNm. If it is 0 then there were no selected files, and the program exits after posting a message to this effect in the top bar of the DOpus window (TOPTXT is the DOpus command to do it). If there is a file selected, another DOpus command, FILEINFO gets the file information from the selected file. The token, FInfo gets this result. Now the program tests FInfo to see if the string represented by ID_Comment is in it. If not, then ID_Index is zero and we are in "display the archive files" mode. If ID_Index is non zero then the program control skips to the ELSE DO clause near the bottom to generate a different LHA command string for AmigaDOS to process.

Assume it is the first time through. Then ID_Index is zero. I changed a token here for clarity. The author was using the same token from before, and although that is OK by ARexx, it is not nearly as readable. All the program is doing here is finding out if we have a ".LHA" or a ".LZH" file. The UPPER() function converts to upper case the RIGHT 4 characters of the file name, ArcNm, and tests them directly. If we don't have a compressed file, then the program again exits and posts a message.

A Quick Fix for a Glitch

If everything is OK so far, we are ready to list the files in the archive, so a TOPTXT says "Reading LhArc Archive...". Next I had to fix what the author calls "strange things happening". He did not know how to set the windows in DOpus properly. I used code from another of my programs to perform the first part of the window operations in DOpus, so here I make a connection from my code, which uses the variable "path", to Mr. Petlig's which uses the variable "ArcPath". I simply assign ArcPath=path. This is easier than changing all his code and possibly making a typo.

I left the code less than perfect to show you how you can quickly fix a program that is not behaving correctly by patching in code you know is working properly. A "STATUS 6 window" command returns how many entries are in the active window. The RESULT is the number of entries. Since the very next instruction uses RESULT directly, we can "Do RESULT", but this isn't always a good habit! RESULT is reset after every command. You MUST use it immediately if you are to use it directly. So if there are 16 entries in the window, then the program will "do 16" iterations. First it uses GETENTRY 1 to get the first entry. Then it uses "REMOVEFILE result" to remove the file by name (name is in the result variable). Now we have a clean window to work with. The files are not actually removed, only the display of their names is removed.

LHA as an AmigaDOS Command

The line:

```
ADDRESS COMMAND LhAPath||'Lha >t:RexxTemp vv 'ArcPath||ArcNm
```

makes a table of the files inside the archive. The redirection ">" sends the output to a file T:RexxTemp instead of to the screen output, STDOUT. Here typical output:

```
Lha Evaluation V1.32 - Copyright (c) 1991,92 Stefan Boberg.
All rights reserved. Not for commercial use.
```

```
Listing of archive 'assignx12a.lzh':
Original Packed Ratio Date Time Attrs Method CRC Host OS L U
```

```
AssignX.info
468 202 56.8% 11-Mar-91 21:30:48 -p-rwcd -lhl- 8128 Unknown 0 makefile
404 175 56.6% 06-Apr-91 19:40:56 -rwcd -lhl- 03PB Unknown 0 NoReq.c
```



```

1885 766 59.3% 06-Apr-91 19:46:38 -p-rwed -lh1- 3177 Unknown 0 NoReq.Docs
286 213 25.5% 11-Mar-91 22:33:08 -p-rwed -lh1- 1AC6 Unknown 0 NoReq.info
468 202 56.8% 11-Mar-91 22:43:04 -p-rwed -lh1- 8128 Unknown 0 AmmBit.a
457 226 50.5% 06-Apr-91 19:52:56 -p-rwed -lh1- 4BC9 Unknown 0 NoReq
3052 2030 33.4% 06-Apr-91 19:56:34 -p-rwed -lh1- FB73 Unknown 0 AssignX.c
3148 1291 58.9% 22-Apr-91 13:37:28 -rwed -lh1- 8870 Unknown 0 AssignX
4352 2836 34.8% 22-Apr-91 13:37:48 -p-rwed -lh1- B86D Unknown 0
AssignX.Docs
3815 1994 47.7% 22-Apr-91 13:36:06 -p-rwed -lh1- 9844 Unknown 0
-----
18335 9935 45.8% 20-Aug-92 09:42:00 10 files

```

Operation successful.

The next function is "CALL OPEN('LhaList','t:RexxTemp','R')". to open the temporary file for reading. Mr. Petlig made some usage errors here, but two mistakes added up to a program that works! First, he did not quote the name LhaList, so ARexx was changing it to LHALIST. This is a logical name for a file, and it is CASE SENSITIVE! But since he did not quote it anywhere else, ARexx converted unquoted strings to upper case, and there wasn't a problem. However, this could have proved very confusing to beginners, particularly if they quoted 'LhaList'.

The best ARexx form is to 'quote' logical names to call attention to the fact that they are case sensitive even if they are all in caps. I corrected the listing to reflect good form. KjPetlig also failed to CALL the OPEN() function. Functions should always be CALLED, set equal to something, or used in an expression directly. Since DOpus doesn't provide a console unless you explicitly open one, not CALLing OPEN() would go unnoticed and would not cause the program to fail, but again, always use the correct form.

The program reads the open file until it finds 8 hyphens at the left, skipping the heading. Then it reads lines until it again encounters the hyphens to signify the end of the report. In between, it reads a line and then parses out the relevant information. I replaced the author's template targets he called "garbage" with periods (.) which are NOT assigned. He had used "garbage" for unwanted target tokens, but explicit tokens are still assigned a value, slowing down the program and using memory. We want to parse the file spec into: file size, date, time, and protection bits.

Date Conversions

The program needs to convert from something in the format

```
date = 12-Nov-94
```

to the number of seconds since 01 Jan 1978, day zero on the Amiga, in order to write a file spec back into the DOpus window. Mr. Petlig makes clever use of the INDEX() function. He sets up a string that contains all months as abbreviated in the system. Then he found the position of the "month" substring, SUBSTR(date,4,3), in the long string. SUBSTR() is the substring of the token, date, starting at position 4 and going for 3 places. I like the parse instruction much better than using SUBSTR(), so I parsed the date string on the patterns, "-", assigning day month year to their equivalents from the string. Parsing on a pattern removes the pattern from the string.

At any rate, month = "Nov" and has index = 31. Add 2 and get 33. Now we divide by 3 (in the line below) and get Nov as month 11. Very clever! The line below also builds up Date as a concatenation of strings and functions in an expression that evaluates to 19941112 in our example. Another advantage of using parse instead of multiple substrings is that we get the year as well.

Mr. Petlig states in one of his notes that he had had trouble with dates in the next century. A simple test of year lets us set century=20 or century=19. I replaced his code here, too. In our example, date=19941112, the date in "sort" format. Seconds is calculated from the ARexx DATE(i,date,s) function. The option is i or days from day zero, date is the sorted form of the date above,

reformatted from the temporary table, and s means that the format of the date argument is in sorted or numeric format. It's a bit confusing that in DATE(), i and s may be either options or formats (they are the only two formats, but not the only two options). The syntax of DATE() is DATE(option,date,format).

Note that format must match the format of date: If date is in form YYYYMMDD, then format must be 'S'; if date is in days from day zero format, DDDD, then format must be 'I'. Option determines the format of the returned value, in this case days since day zero. Finally the result in number of days since day zero is multiplied by the number of seconds in a day, 86400 and the expression evaluates to the file date expressed as the number of seconds since day zero.

Finally, the ADDFILE DOpus command adds the file back into the window. The expression evaluates into the filename, size, type, seconds, comment, protection, reserved, and show (see your DOpus Command docs for more on this command). The program continues to read lines from the table, performing a test for a colon (:) in position 1. Apparently some archives have a throw away line with this syntax. Finally the loop ends.

Now the table file is closed. I corrected Mr. Petlig's code. He did not "call close()", he merely put in "close()" which is bad form. In a command line interface this will cause an error. Deleting the temporary file and a display of what to do next in the top bar complete the archive display part of the program.

Expanding Archive Files

If the control enters the ELSE DO segment, then we need to expand selected files. FInfo is the rest of the line after the "***Extracted from:" (17 characters long) part of the file display in the window. It is the archive file name plus the protection bits. FileNm is the complete archive file spec. The protection bits are 10 characters long, so they are trimmed off the file spec, while the path is added to the left of the file name.

Now in a loop, one long command string containing all the selected files is built up from its components, and tested each time a filename to be extracted is concatenated to it, to see if the command will be longer than 254 characters. If it would be longer than 254, the new extract file is not concatenated and the command is executed in two or more parts, rebuilding a new command string after each execution. The string is built up and tested for length in the form:

```
LhA x archivefile extractfile1 [extractfile2...] destinationpath
```

This command executes in AmigaDOS when preceded by the ADDRESS COMMAND ARexx instruction. As long as ArcNm does not equal zero, (there are selected files left), a loop continues to concatenate the selected files from the archive file to the long command string. A long string is used to speed up the extraction, as an individual extraction for each file would be very slow. After the loop, a RESCAN of both windows completes the program. This is a clever program both in concept and in its uses of DOpus commands and the ARexx function, INDEX().

Please Write to:
Merrill Callaway
c/o Amazing Computing
P.O. Box 2140
Fall River, MA 02722-2140

Listing

```

/*
** LhArc_ext.dopus
**
** $VER: 1.12 by KJPetlig modified by Merrill Callaway
**
** Directory Opus v4.11 script to show files in a LhArc file and
** extract on request. Make a button called LHADisp and have
** it call LhArc_ext.dopus and make sure the button that normally says
** executable is changed to AREXX.
** You must have LhA v.1.32 (or compatible versions).
**
**
LhAPath = 'C:'

/*
Here is an addition for your help file:

*LHADisp
This custom function will display all of the compressed files inside of a
.LHA or .LZH and allow you to extract individual ones. Select the .LHA or
.LZH file you wish to view and then press this gadget. The files inside
the
archive will appear in the window. You can then select multiple files and
press this gadget to extract the files you want, they will be extracted to
the directory in the other window.*

History List - can be deleted for speed!

ver 1.12 Modified/fixed by Merrill Callaway,
author of THE AREXX Cookbook:
Fixed problem with left/right windows, and problem if
"RAM DISK" or other directories with a space are selected.
Also named "button" LHADisp instead of LHA ext
(in Toplevel, CALLED OPEN(), CLOSE() etc. properly.
Corrected next century date conversion.
Improved readability of code and string handling.
ver 1.11 The -f switch of LhA doesn't work all the time, so I
fixed it so this program doesn't get confused.
Found problem in DirOpus when passing a single quote in
a filename, don't know how to get around it!
Added more plain instructions about LhAPath, set it
to default to C: instead of my C:Utility/
Re-Arranged order of header comment
ver 1.10 Now the LhA command for each and every file extracted
(I'm sure that was slow for floppy users!), it queues
up the command to a max of 254 long before execution.
Checked for no files selected, reports errors
as ERROR: --< what it is -->
ver 1.02 Added if-then for files dated after year 2000
(Somebody had done some strange things with
their clock! I had a file dated 30-Dec-05 !)
ver 1.01 Had to suppress filenotes listing of LhA
Changed LhArc's to LhA, (even renamed my
LhArc correctly in my C: directory :-))
Put a place in for the correct LhA path to
kill an intermittent bug.
Saw KAT's changes and incorporated one (rescan source!)
Fixed for different versions of LhA, discards correct
number of header lines.

*/

OPTIONS RESULTS

/* ADDRESS 'DOPUS.1' */ /* unnecessary */

ID_Comment = '**Extracted from:'

/*
** Modified/fixed by Merrill Callaway
** Fixes problem with a space in path name.
**
*/

/* Get the active window. */
STATUS 3
window=RESULT
destwind=ABS(window-1)
/* 0 or 1 */

/* Set the path name to active window path. */
STATUS 13 window
path=RESULT

/* Set the path name to the destination window. */
STATUS 13 destwind
destpath=RESULT

/* Get rid of path(s) with a space in it! */
IF LEFT(path,8) = 'Ram Disk' THEN DO
  PARSE UPPER VAR path ':rest'
  path='RAM:||||rest'
END

IF LEFT(destpath,8) = 'Ram Disk' THEN DO
  PARSE UPPER VAR destpath ':drest'
  destpath='RAM:||||drest'
END

```

```

/* End Callaway fix. */

GETNEXTSELECTED
ArcNm = RESULT /* file name of next selected */
IF ArcNm = 0 THEN DO
  /* Callaway addition below */
  /* rescans window if nothing selected. */
  RESCAN window
  TOPTEXT 'No file was selected!'
  EXIT
END

FILEINFO ArcNm
FInfo = RESULT
ID_Index = INDEX(FInfo,ID_Comment)
IF ID_Index = 0 THEN DO
  /* Callaway: rename ArcPath as ArcExt for less confusion. */
  ArcExt = UPPER(RIGHT(ArcNm,4))
  IF ArcExt = '.LZH' & ArcExt = '.LHA' THEN DO
    TOPTEXT 'ERROR: Improper extension!'
    EXIT
  END
  TOPTEXT 'Reading LhArc Archive....'

  /* Callaway mods follow: */
  ArcPath = path
  STATUS 6 window /* Find out how many entries to remove... */
  /* End Callaway mods. */

DO RESULT /* Clear window to work with... */
  GETENTRY 1
  REMOVEFILE result
END

ADDRESS COMMAND LhAPath||'LhA >t:RexxTemp vv 'ArcPath||ArcNm
CALL OPEN('LhList','t:RexxTemp','R') /* logical names quoted! */

/* Read to end of header. */
DO UNTIL left(FileNm,8)='-----'
  FileNm = READLN('LhList')
END

/* First line of file descriptions. */
FileNm = READLN('LhList')

/* Create a file list of all the files in the LhArc file. */
DO UNTIL LEFT(FileNm,8)='-----'
  FileSpec = READLN('LhList')
  /* Improvement to template by M.Callaway */
  PARSE VAR FileSpec FileSz . . date time prot .
  /* Improvement to date calculation by M.Callaway. */
  PARSE VAR date day '-' month '-' year
  IF year<78 THEN century=20;ELSE century=19
  /* Make a Dopus date from a LhArc one */
  month = INDEX('JanFebMarAprMayJunJulAugSepOctNovDec',month)+2
  date = century||year||RIGHT(month/3,2,'0')||RIGHT(day,2,'0')
  /* end of Callaway date mod */

  seconds = DATE('I',date,'S') * 86400
  DirStat = '-1' /* A file not a directory. */
  IF FileSz = 0 THEN DirStat = 1 /* A directory not a file. */
  ADDFILE FileNm FileSz DirStat seconds time||ID_Comment||ArcNm prot
'0 1'
  FileNm = READLN('LhList')
  IF LEFT(FileNm,1)=':' THEN FileNm = READLN('LhList')
END

CALL CLOSE('LhList')
ADDRESS COMMAND 'delete t:RexxTemp'
/* Callaway mod */
TOPTEXT 'Now select a file and hit |LHADisp| to extract'
END

ELSE DO
  /* Archive file and protection bits information. */
  FInfo = SUBSTR(FInfo,ID_Index+17)

  /* Callaway mods */
  /* Get only file spec w/o prot bits. */
  FileNm = path||LEFT(FInfo,LENGTH(FInfo)-10)
  ArcPath = destpath
  /* End Callaway */

  ComString = LhAPath||'LhA x' FileNm
  DO UNTIL ArcNm = 0
    SELECTFILE ArcNm 0 1 /* 0=unselect file; 1=update display. */
    /* Build up a command string to a max of 254 characters. */
    IF LENGTH(ComString ArcNm ArcPath)>254 THEN DO
      address command ComString ArcPath
      ComString = LhAPath||'LhA x' FileNm
    END
    ComString = ComString ArcNm
    GETNEXTSELECTED
    ArcNm = RESULT
  END
  ADDRESS COMMAND ComString ArcPath
  RESCAN 1
  RESCAN 0 /* Well, I originally kept this line out on purpose! */
END
EXIT 0

```




Software Hut

Folcroft East Business Park 313 Henderson Dr Sharon Hill, PA 19079

Commodore
AMIGA

Info 610-586-5701
Tech 610-586-5704
FAX 610-586-5706

Orders 800-93-AMIGA

Hours: Mon-Fri 9 to 6
Sat 10 to 4 - Eastern

• Thank you for shopping with Software Hut. Because of limited ad space we can not advertise all of our huge inventory. Please call if you do not see what you need •

3.1 OS Kits

From Village Tronic, of Germany,
we have the official 3.1 kits
IN STOCK!
Each kit comes complete
w/Manuals, Disks & ROM(s).

AS320 3.1 Kit for the A500,
A2000, & A2500
\$129.95

AS330 3.1 Kit for all A3000s
\$144.95

AS340 3.1 Kit for all A4000s
\$144.95

AS312 3.1 Kit for all A1200s
\$144.95

3.1 ROM for A2000 \$69.95
3.1 ROM set for A3000, A4000,
A1200 (Specify) 89.95
3.1 Manuals & Disks (no ROM) 69.95

Video Products

DCTV \$299.00
Flicker Free Video 2 259.00
Nucleus Personal SFC 179.00
Personal Anim. Recorder, Amiga Call
Personal TBC 4 829.00
Personal TBC 4 Plus Comb Filter Call
Retina 22 4Mb 519.00
Retina 23 4Mb 725.00
RocGen Plus Genlock 199.00
SuperGen SX Studio 729.00
Vidi 12 AGA 119.00
Vidi Amiga 12 RT 249.00
Vidi Amiga 24 RT 369.00
VLab Motion Call
VLab Y/C 425.00
VLab Y/C External 469.00

CD-32

The Amiga based 32-Bit Game
System is at a NEW Low Price!
Play CD-32, CDTV, CD-G, and
Audio CDs
\$239.95

NEW & boxed w/all manuals &
cables, 90 Day Wty. Complete
w/Sleepwalker & Pinball
Fantasies. Can't find an A1200?
Why not consider a CD-32 with
the SX-1 module below.

SX-1

**SX-1 CD-32 Expansion
Module by Paravision
In Stock! \$239.95**

SX-1 Keyboard: \$44.95

Options:

1Mb RAM \$49.95 - 4Mb RAM \$165.00
8Mb RAM \$319.00
40Mb HD \$149.00 - 170Mb HD \$279.00
250Mb HD \$319.00 - 350Mb HD \$369.00

Purchase both the CD-32 and SX-1 for
a special bundle price of:

\$449.95

Use your CD-32 as a double speed CD-
ROM drive with the network CD-ROM
and network cable. Use any Amiga
model with this CD & cable for:

\$55.00

A1000 Parts

A1000 Motherboard, complete \$49.95
w/Daughterboard
A1000 Mouse from Commodore 14.95
A1000 Internal Floppy Disk Drive 69.95
A1000 Case w/all shielding 19.95
A1300 Genlock, New & Boxed 34.95

A1200 Peripherals

CSA 12 Gauge 50Mhz w/SCSI \$499.00
PCMCIA Card 600/1200 2Mb 135.00
PCMCIA Card 600/1200 4Mb 229.00
IDE Cable & Software - 600/1200 20.00
M1230XA Accelerators - All Configs Call
Dataflyer XDS 84.95
Dataflyer SCSI+ 94.95
Squirrel SCSI-2 PCMCIA Card 98.95

WB2 Upgrades

2.1 Software & Mastering AmigaDOS
Reference Manual \$40.00
2.1 Software & Mastering AmigaDOS
Reference Manual & 2.04 ROM 72.95
Multi-Start 2 v6A 500/600/2000 34.00
AS216 2.1 Kit from Commodore 56.95
AS216 2.1 Kit w/2.04 ROM 86.95
AS217 ARexx/DOS Enhancer 23.95

Power Supplies & Expansion Boards

A2000 300W Power Supply \$149.00
A3000T Fan Assembly 39.95
Emplant Basic 269.00
Emplant Deluxe 359.95
AMIA Interface 55.00
E586DX Module for Emplant Call
Multiface III I/O Extender 99.00
Supra Turbo 28Mz A2000 169.00
Derringer+ Platinum 50Mz CPU 489.00
Magnum 040/33Mz/SCSI-2 1389.00

GBM Parts & Peripherals

A2000/A3000 Keyboard \$79.95
AIR A2000 Internal Floppy Drive 69.95
A3000 Internal Floppy Drive 69.95
A600/1200 Internal Floppy Drive 69.95
A2000 Power Supply 109.00
A2091 Controller w/7.0 Eproms 109.95
A2065 Ethernet Board 249.95
Amiga Replacement Mouse 19.95



Megachip A500/2000 \$209.95
2632 RAM Board OK for 2630 189.00
Cobra 1240 28Mz RC CPU 159.00
Cobra 1240 40Mz EC CPU 249.00
Mongoose 50Mz RC CPU+CPU 359.95
Video Tape Backup 89.95
The Clock A1200 17.95
3128 RAM Board A3/4000 OK 249.00
4091 Z3 SCSI-2 Controller 349.95
Ferret SCSI-2 Cobra/Mongoose 89.95
Kwikstart 2 A1000 54.95
1202 No FPU OK 99.95
FPU and RAM prices Call

Golden Image

JS-105-1M 400DPI Handscanner
w/64 grayscale + MiGraph Touch-
Up software

\$109.95

GI-6000N 3 Button Optical Mouse
for all Amiga computers. Fully
optical, ultra high-resolution. No
ball to clean or replace. Includes
Mouse Pad.

\$23.95

Amiga Analyzer

An inexpensive hardware & software
diagnostic tool for end users and
service centers alike. Plugs into your
Amiga 500, 1000, 600, 1200, 2000, or
3000 and will tell you what part, or
parts, you need. Eliminate costly
service center visits. Detects 85% of
all problems on the Amiga, including
disk drive problems.

\$69.95

Miscellaneous Commodore Parts

Nameplate A2000HD \$6.00
Nameplate A600 6.00
Nameplate A1200 6.00
Nameplate A1200HD/40 6.00
Sheet A1200 insulation 6.00
Door A1200 RAM Exp. Mod. 8.00
Casework A4000 top 19.95
Casework A4000 bottom 19.95
Bezel A3000 front 8.00

Modems & Networking

A2060 ArcNet Board \$59.95
GP Fax Software - Class 1 & 2 59.95
Sportster 14.4 Fax Modem 149.95
Sportster 28.8 Fax Modem Call
Cardinal 2400 Baud External 39.95
Serial Cable 8.95
JR Comm Terminal Software 5.00
Hydra Amiganet Ethernet Card 269.00

Hard Drives

We carry a full line of 2.5" and
3.5" Hard Drives from Conner,
Quantum, Seagate, Micropolis,
and Maxtor. Call for pricing.

Toaster Systems

Call for details on our
complete Toaster systems!
We also sell the new
NEWTEK Flyer.

Commodore A2410

24-Bit Graphics Card
Works with Emplant, Amiga Unix,
Art Dept. Pro 2.5 & TV Paint Pro
2.0. Includes: Install, Demos &
PD 3 Disk Set. Limited Supply
\$139.95

CD-ROM

Hitachi CDR-1750S CD-ROM

- External w/SCSI pass-thru
- Single Speed, 320Ms Access Time
- 150Kb/sec, 64Kb Buffer
- ISO9660, Single-Session Photo-CD
- Variable Audio Jack, 1 Year Wty

\$89.95

NEC 3Xe External CD-ROM Drive

- Triple Spin
- Multi-session Photo CD
- Selective Audio Jack
- Full SCSI-1 and SCSI-2 support
- 256K Buffer, 195Ms Access
- Refurbished by NEC to NEW condition
- 1 Year Warranty

\$269.95

NEC 3Xp External Portable

- CD-ROM Drive
- Triple Spin
- Multi-session Photo CD
- Selective Audio Jack
- Full SCSI-1 and SCSI-2 support
- 256K Buffer, 195Ms Access
- Refurbished by NEC to NEW condition
- 1 Year Warranty

\$224.95

Toshiba Quad Spin CD-ROM

- Quad Speed (4X), 600Kb/Sec Access
- SCSI-2
- 120Ms Random Seek
- 256K Buffer
- 1 Year Warranty

\$399.00

Internal model

External model

\$489.00

ASIM CDFS CD-ROM Driver v3.0

comes w/Fish & Photo CDs
\$67.95

Joysticks & Mice

Suncom TAC 3 \$12.95
Suncom TAC 30 12.95
CBM CD-32 Controller 29.95
Competition Pro CD-32 Controller 24.95
The Bug 18.00
Python 17.95
Port Ref 19.95
Ergo Stick 12.95
Gravis Clear Switch Stick 39.95
Swiftly 3 Button Mouse 27.95
Alfa Data Mega Mouse, 400 DPI 26.95

Warp Engine

This high end accelerator for
the A3000 & A4000 features:

- **Motorola 68040 CPU**
- **Up to 40Mhz clock speeds**
- **32-bit RAM up to 128Mb**
- **SCSI-2 Controller**

A4028 28Mhz w/o CPU \$799.00
A4028 28Mhz w/CPU 979.00
A4033 33Mhz w/CPU 1149.00
A4040 40Mhz w/CPU 1299.00
A3028 28Mhz w/CPU 1019.00
A3033 33Mhz w/CPU 1199.00
A3040 40Mhz w/CPU 1399.00

Monitor, CPU & Motherboard Buyout

We have made a large purchase of
Refurbished Computers and
Monitors & NEW Motherboards from
Commodore. All carry a 90 Day
Warranty. Refurbished units are in
Like New condition with ALL
appropriate cables and manuals.
Hurry as supplies are limited.

1802 - NEW \$139.00
1084S - Refurbished 229.95
1942 - Refurbished 299.95
1950 - Refurbished 299.95
1960 - Refurbished 339.95
A600 - Refurbished 249.95
A1200 - Refurbished 449.95
A2000 - Refurbished 399.00
A2000 rev 4.x Motherboard 189.00
A2000 rev 6.2 Motherboard 229.00
A2000 rev 6.3 Motherboard 259.00
A3000 16Mz PCB w/1Mb 319.95
A3000 030/25Mz/1Mb Desktop PCB 399.95
A3000 030/25Mz/1Mb Tower PCB 499.95
A3000 Daughterboard 59.95
A500 Rev 5 PCB 109.95
A500 Rev 6a PCB 129.95
A600 PCB 139.95
A3000 Tower Power Supply 129.00
A2000 Power Supply 109.00

A500 Peripherals

BigFoot 200W P.S. - A500-600-1200 \$84.95
Commodore A500 Power Supply 49.95
A500 Case complete w/shielding 17.95
A500 Internal Replacement Drive 44.95
A500 Keyboard 44.95
AIR External Floppy Drive 89.00
A501 RAM Expansion Board 33.95

Monitors

CD-1401 Multiscan \$499.00
CD-2001 Multiscan 20" Call
CTX AD-1970 Multiscan 499.00
Electrohome C1440 Multiscan 489.00

Chinon HD Drives

AIR Presents

A NEW line of High-Density
1.76Mb Floppy Drives for
ALL AMIGA MODELS

- Configurable as either DF0: or DF1:
- Requires AmigaDOS 2.1 or higher
- No additional patches needed
- Reads & Writes standard 880K disks
- Same model as used by Commodore

HD internal drive for A4000 \$129.95
HD internal drive for A4000T 129.95
HD internal drive for A3000 134.95
HD internal drive for A2000 134.95
HD internal drive for A1000 134.95
HD internal drive for A1200 134.95
HD internal drive for A600 134.95
HD internal drive for A500 134.95
HD external drive for all Amigas 159.95

Info 610-586-5701
Tech 610-586-5704
FAX 610-586-5706
Hours: Mon-Fri 9 to 6
Sat 10 to 4 - Eastern

Orders Software Hut

800-932-6442

CD-ROM/CDTV/CD-32 SALE

Disks will work w/CDTV, CD-32, A-570 and any Amiga model with a CD-ROM drive and appropriate driver software. Purchase 4, or more, & receive FREE SHIPPING.

17 Bit 2 CD Collection	\$35.00	Hound of the Baskervilles	8.00
17 Bit Continuation CD	25.00	Illustrated Holy Bible	15.00
17 Bit Phase 4	25.00	Illustrated Works of Shakespeare	14.00
17 Bit LSD Combo Deluxe	25.00	Internet's Avalon CD-ROM	44.95
17 Bit LSD Phase 2	25.00	Lemmings	14.00
69 XXX	21.00	Light Room (Spec Vol 1 or 2)	34.00
A Long Hard Day on the Ranch	9.00	Light Works	49.95
A Bun for Barney	8.00	Logical - CDTV ONLY	8.00
Advanced Military Systems	10.00	Luscious Lips XXX	21.00
Adult Sensations XXX	17.00	Magic Illusions	19.00
All Dogs Go to Heaven	9.00	Meeting Pearls (Spec Vol 1 or Vol 2)	17.00
American Girls XXX	29.00	Mega Media 2	18.00
American Heritage III, Dictionary	12.00	Micro R&D Volume 1	25.00
AmiNet Share 4	16.95	Micro R&D Volume 2	40.00
AmiNet Set 1	36.95	Micro R&D Volume 3	19.00
AmiNet Vol. 5	19.00	Micro R&D Volume 4	17.00
AMOS PD Library	29.00	Mind Run - CDTV ONLY	7.00
Assassins Games	28.00	Moody Nights XXX	21.00
Audio Plus	18.00	Moving Gives Me a Stomach Ache	9.00
Bankok Beauties XXX	21.00	Moving Textures 100	224.95
Barney Bear Goes to School	8.00	Mud Puddles	10.00
BCinet	18.00	Multimedia Mega Bundle	24.00
Beauty of Chaos	21.95	Music MODs & Sound Samples	18.00
Bible & Religion	24.00	Naked Dragon XXX	22.00
Biker Babes XXX	29.00	Network CD by Weird Science	25.00
Body Language XXX	21.00	Network Cable CD32 to Amiga	30.00
Case of the Cautious Condor	9.00	New Basics Electronic Cookbook	15.00
Cat & Mouse XXX	26.00	Our Solar System	18.00
CD Boot	45.95	Paper Bag Princess	10.00
CD Caddy	6.00	Party Time XXX	21.00
CD PD 1	8.00	PhotoCD Manager CD32	33.95
CD PD (Specify 2, 3 or 4)	24.00	Pixel Playmate XXX	22.00
CD Write	49.95	Plain Brown Wrapper XXX	18.00
Cheeky Chicks XXX	21.00	Power Pinball	14.00
Cinderella: The Original Fairy Tale	9.00	Psycho Killer	9.00
City Builder	84.95	Pussy Galore XXX	21.00
Classic Board Games	10.00	Raffles	9.00
Clip Art & Fonts	14.00	Red Hot XXX	21.00
Clipart Warehouse	18.00	Sex & Games XXX (Spec 1, 2 or 3)	21.00
Climax XXX	21.00	Sexual Fantasies XXX	18.00
Cookbook Heaven 2	19.00	SFX Volume 1	29.00
Curse of Ra - CDTV ONLY	9.00	Sheer Delight	18.00
DataMix	25.00	Smooth Lips XXX	21.00
Demo CD (Specify 1, or 2)	24.00	Snoopy: Case of Missing Blanket	12.00
Dirty Duo XXX Bundle	23.00	Sounds Terrific	25.00
Electric Lust XXX	22.00	Space & Astronomy	21.00
Elite Euro Models (Spec 1 or 2)	23.00	Spicy Pics XXX	25.00
Elite USA Models (Spec 1 or 2)	23.00	Steamy Window XXX	22.00
Erotic Wave XXX	21.00	Strip Poker	14.00
Eruption XXX	21.00	Super Fonts	19.00
EuroScene	19.00	Swim Suits 2 the MaxXX	21.00
Exotic Exstasy XXX	21.00	Syndesis 3D ROM (Spec V1, or V2)	89.00
Exotic Pleasure XXX	21.00	T&A 2 the MaxXX	21.00
Extreme Delight XXX	26.00	Teasing Eyes XXX	20.00
Extreme Hot Girls XXX	25.00	Texture Gallery Vol. 1	39.00
Extreme Hot Leather XXX	25.00	Texture Heaven	25.00
Eyes of the Eagle	9.00	Texture Heaven 2	48.95
Fao XXX (Specify 1, 2 or 3)	26.00	That's Games (Specify 1 or 2)	25.00
Fao Gold XXX (Specify 1, 2 or 3)	35.00	Thomas' Snowsuit	8.00
Fractal Pro Image Library	42.00	Tight Panties XXX	21.00
Fresh Fish	21.95	Tight Squeeze XXX	21.00
Fresh Fonts Vol. 2	24.00	Time Table of History: 1991 Editions	
Fun School 3 - Ages 5 and under	10.00	Business, Politics & Media	15.00
Gallery of Dreams	19.00	Science & Innovations	15.00
Gateway	21.95	Top Heavy XXX	21.00
Gamer's Delight	34.00	Town of Tunes	18.00
Games & Goodies	24.00	Town With No Name	9.00
Garden Fax: Fruits, Veggies, Herbs	9.00	Tropical Heat XXX	21.00
Garden Plants	9.00	Visions	24.95
Indoor Plants	9.00	Visual FX	119.00
Trees, Shrubs, Roses, Conifers	9.00	Weird Science Clip Art	14.00
Gardening Handbook	18.00	Weird Science Fonts	14.00
GIF Galaxy	26.00	Weird Science Animations	25.00
GIF Gallery Vol. 1	27.00	Weird Science Demo Mania 1	20.00
GIFs Galore	18.00	Wet Dreams XXX	21.00
Girls of Paradise XXX	21.00	White Underwear XXX	21.00
Gold Fish (Spec Vol 1 or 2)	19.95	Wide Open XXX	21.00
Graphics Plus	18.00	Wild Wendy XXX	21.00
Gutenberg Project	19.00	Women In Motion	12.00
High Volume Nudes	29.00	World of Clipart	19.00
Hot Pix XXX	17.00	World of GIF	22.00
Hot Pics Vol Sex	22.00	Wrath of the Demon	10.00
Hooter Heaven XXX	26.00		

Productivity - Utilities

Address It! 1.5	\$26.95
Ami Back 2	49.95
Ami Back Tools	49.95
AmigaVision Clips v1 SFX	8.95
AMOS Pro	45.00
Art Department Pro 2.5	149.00
Art Dept. Pro Conversion Pack	46.95
Batch Factory	49.00
Brilliance 2.0	69.00
Caligari 24	139.00
Checks & Balances	38.00
Composite Studio Pro	164.95
Cross DOS v6	46.95
Cross MAC	99.00
Decision Maker	319.95
Deluxe Paint 4 v4.5	79.95
Deluxe Paint 5	139.95
Desktop Magic	28.95
Desktop Magic Sound/Art Pack	14.95
Directory Opus 5	79.00
Disk Expander	37.95
DiskSalv 3.0	34.95
Distant Suns 5.0	59.95
DLG Pro BBS	124.95
Dynamic Motion Module	Call
Epson Scanner Driver Pack - ASDG	99.00
Epson Stylus Color Driver	34.95
Fiber Factory	79.95
Final Copy 2 Rel. 2	59.95
Final Data	59.00
Final Writer Rel. 3	115.00
Fly Effects	164.95
Forge/Essence (Spec Vol 1 or 2)	89.95
GameSmith Development System	99.95
Gigamem	79.95
Home Front	34.95
Homes	69.00
Household Objects	44.95
Humanoid (Specify LW or Imagine)	159.00
HyperCache Pro 2.0	48.95
Image FX 2.0	249.95
Imagine 3.0	339.00
Impact for Lightwave	219.95
Interior Construction	69.00
Interior design (Specify 1, 2, or 3)	38.00
Invoice It 1.2	34.95
Lightwave 4.0 Unbundled	789.00
Link It!	49.95
Magix Lantern v2	94.00
Mavis Beacon Teaches Typing 2	34.00
MaxDOS 2.5	79.00
Morph Plus	124.95
Motion Master LW (Specify v1 or v2)	114.95
Multilayer (Spec ADPro or Image FX)	79.00
On the Ball v1.5	35.00
Pegger 2.0	59.95
PC-Task v3.0	134.95
Personal Paint 6.1 w/Fonts Maker	79.95
Pixel 3D Pro 2.0	169.95
Power Macros/Lightwave	99.95
Roller	41.95
SAS/C 6.51	159.95
Scenery Animator 4.0	65.00
Snap Maps: Building Materials	124.95
Snap Maps: Fields & Foliage	124.95
Space Essential Objects	59.95
Sparks New Version	119.95
Studio Printer 2	99.95
Super HP-DJC 3	37.95
Super HP-LJ4	37.95
SuperBase Personal	30.00
Swipes	89.95
Tape Worm FS	49.95
Termites	42.00
Toaster 4.0 Upgrade	524.95
Top Form	34.95
TurboCalc 2.0	79.95
TVText Pro	19.95
Twist Relational Database	109.95
Virtual Reality Studio 2	69.95
Vista Pro 3.05	59.95
Wave Link	79.95
Wave Maker 2.0	199.95
World Construction Set	169.00

M-TEC Germany

Great New Amiga 500 & 1200 Peripherals

M-TEC T1230/42 RTC

This A1200 accelerator comes with a 68030 CPU and 68882 Math-Co running at 42Mz. Users may install a faster FPU at a later time, if desired. Accepts up to 8Mb of 32-Bit RAM.

\$244.95

M-TEC AT-500

This is a Hard Drive Sub-System plugging into the Amiga 500 expansion slot. Will hold any 2.5" or 3.5" IDE Hard Drive and it has room to hold 2Mb, 4Mb, or 8Mb RAM on the controller. Uniquely, it features a Kickstart Switch allowing you to mount an additional internal Kickstart ROM, such as 2.04 or 3.1, and still keep whatever ROM is in your A500.

M-TEC AT-500 w/No HD - \$149.95

w/210Mb HD - \$299.95

w/270Mb HD - \$349.00

w/420Mb HD - \$389.00

w/540Mb HD - \$449.00

Options:

2Mb RAM Increment - \$88.00

8Mb RAM Increment - \$298.00

M-TEC RAM

This is a 2Mb RAM board for A500s. Mounts internally, in the trap door, and into your Gary IC socket, giving you 2Mb of additional fast-RAM. No soldering is required.

\$139.95

M-TEC T1230/28 RTC

This A1200 accelerator comes with a 68030 CPU and 68882 Math-Co running at 28Mz. Accepts up to 8Mb of 32-Bit RAM.

\$169.95

Options:

1Mb 32-bit RAM Module - \$49.95

4Mb 32-bit RAM Module - \$165.00

8Mb 32-bit RAM Module - \$319.00

M-TEC 68020 Turbo System

68020 CPU and 68881 Math-Coprocessor, both running at 16Mz. Includes a 32-bit SIMM socket.

\$99.95

Options:

1Mb 32-bit RAM Module - \$49.95

4Mb 32-bit RAM Module - \$165.00

Last Chance Products

We have just received a large closeout of Commodore merchandise. All are NEW and with a 90 day Warranty. Availability is first-come first-serve.

Mouse for CDTV, wired - black	\$16.95
1402 12" Monochrome Monitor	79.00
1403 14" VGA Mono Monitor	139.00
1802 Color Composite Monitor	139.00
CBM CDTV Control Pad	34.95
286 BridgeBoard PCB Only	69.95
A1000 Keyboard	49.95
A500 Keyboard	44.95
A2620 Accelerator w/2Mb	199.95
A2620 Accelerator w/4Mb	299.95
A3000 Daughterboard	59.95
A4000 Keyboard (Spanish)	59.95
A3000 Tower Power Supply	129.00
AmigaVision Professional	49.95

C64/128 Parts

C128 Motherboard	\$49.95
C128D Motherboard	49.95
64C Motherboard	44.95
1581 Disk Drive	69.95
1541-2 Disk Drive	79.95
1541-2/1581 Power Supply	19.95



MainActor Professional - A full featured animation program. Works with all Amigas with special support for Picasso 2 owners.

\$79.95

Ariadne - A Zorro-2 Ethernet card offering 10Base-2 (Cheapernet) & 10Base-T (Twisted pair). Features: 2 parallel ports; 32K Buffer; boot prom option; SANA-2 compatible drivers & Envoy network software; DOS 2.04 or above is required.

\$299.00

Liana Network - Connects any two Amigas together via the parallel port.

\$89.95

Pablo - A video module for your Picasso 2 card permitting output to your TV or VCR. Quality comparable to high-performance video broadcast encoders. Includes: RCA, S-VHS & SCART cables; 24-bit animation program.

\$179.95

Picasso 2 Board w/2Mb - The best 24-bit graphics board for the Amiga 2000, 3000, and 4000 is now back in stock!

\$499.00

AMIGA Custom Chips

1Mb Agnus 8372A	\$42.95
Super Denise 8373	38.95
CIA 8520 Chip	17.50
Gary 5719 Chip	13.95
Paula or Denise Chip	16.95
Buster 5721 IC	29.95
Eproms 2630 Rev 7	36.95
Eproms 2091 Rev 7	34.95

1.3 ROM Chip	19.95
2.04 ROM Chip	34.95
W. D. SCSI Chip Rev 8A	35.00
68000 CPU	16.95
CIA 8520 Surf. Mount Chip	25.00
Super Buster Rev 11	65.00
Amber IC	44.95
Ramsey Rev 7	49.95
Fat Gary IC	49.95
Super Dmac rev 4	54.95

A2000HD Bundle

A2000 Computer w/52Mb HD and 3Mb RAM w/2.0a+ECS: \$679.95
For A2000 owners, we have the A2091 controller with 52Mb HD: \$199.95
Add 2Mb to the above controller for \$80.00

Our Policies

No waiting for your orders to ship. Orders in by 2PM go out the same day. Second Day & Overnight shipping is available. International orders ship by Air Parcel Post or UPS Express. Domestic orders ship by UPS or Airborne Express.

* All orders are subject to credit card verification *



Due to ad schedules, all prices are subject to change. We accept Visa, MasterCard, & Discover with NO service charge. We accept American Express with a 1.5% service charge. We also ship COD, accepting Cash, Certified Check, or Money Order. Minimum COD order is \$50.00. Software and accessories shipping is \$6.00. Hardware shipping is \$6.00 for small items, \$15.00 for Monitors. Call for larger items. COD add \$5.00. Canadian, APO, & International orders are welcome. We will bill only for actual shipping charges & insurance at time of order. 15% re-stocking fee on all returns not exchanged for another item. Shipping charges are NOT refundable.

© Copyright 1995, TonyAmmonia gFx. All Rights Reserved



Feedback

Letters to the Editor

More Bandito support,
Amiga users need somebody out there.
Is there a conspiracy against the Amiga?

Dear AC:

I'd like to put in my 2¢ about the Bandito from Joseph Simons' letter to the editor (*Amazing Computing* Vol 10 No 2, Feb 95). The way that Commodore was (mis-)managed, the Bandito was always a necessary evil. Without him, Amiga users would still be in the dark about what went on in those smoke-filled rooms in Pennsylvania and New York and those stockholder's meetings at the Bahamian country clubs. The Bandito also kept us abreast of the latest from 3rd party developers. Reading AC back issues, it's easy to tell how right on target the Bandito was about rumors.

When I heard that Commodore had filed chapter eleven and that there were anxious new buyers waiting in the wings I was thinking

I for one, applaud the
Bandito's continued efforts to
keep us informed. It's
obvious that the Bandito
loves the Amiga but this
doesn't mean that he should
be a propagandist.

Rick Rudge
Milwaukee, OR

that this is good. Maybe with a new owner like Mr. Pleasance, who writes monthly columns in Amiga magazines that the need for the Bandito would become obsolete. Even Alex Amor's participation with Internet Relay Chats was a good sign of a new openness. As the liquidation proceedings have continued, however, it seemed like we have needed the Bandito even more than ever.

I'm the editor of a computer users group newsletter. I monitor many of the Amiga-oriented Usenet news groups on the Internet for news postings about the Amiga that I can turn around and report back to my readers. Believe me, the reports that I get are very negative and frustrating about the future of the Amiga. The Bandito reports are

evidently influenced by the news being expressed throughout the Internet. There's been a lot of loyal Amiga users out there but, let's face it, the news about Commodore has been very bad.

The average completion time needed for a liquidated multinational corporation the size and complexity of Commodore is about a year. That means no new Amigas until close to the end of summer. In that amount of time there will be many Amiga-oriented companies that will have to abandon their Amiga support or go out of business. It's up to consumers like us to keep these companies afloat if we can. The best encouragement we Amiga users can give to Amiga developers is to buy their products.

I for one, applaud the Bandito's continued efforts to keep us informed. It's obvious that the Bandito loves the Amiga but this doesn't mean that he should be a propagandist. Don't kill the messenger just because you don't like the news that he's giving us.

Thank you,
Rick Rudge
Milwaukee, OR

The Roomers column is currently on leave-of-absence. Without Commodore to kick around, The Bandito has been fairly quiet.

Dear AC:

I purchased the February 1995 edition of *Amazing Computing* after a long dry spell. Was I glad to see it on the shelf again!

This is the first letter I have ever written to a magazine. I wish it were under more favorable conditions. My reason for writing is the fiasco in the Bahamas.

I just called your competitors "Commodore hotline" and heard much the same thing we have had to listen to for the last several months. "Will update this tape when more information is available."

There is no longer any doubt that the sale of Commodore is being delayed for the sole purpose of killing the Amiga. I know that "conspiracy" is bantered about way too much concerning too many subjects, however, when one considers the circumstances in the Amiga case, there is no other conclusion.

The Amiga, as your readers know, is so much better a computer than anything else on the market that if it is marketed properly, they will not be able to keep it on the shelf! I will not name names because I have, of course, no hard evidence. However, with Big Buzzard's reputation and money they simply don't want the Amiga to go anywhere any longer. And Micor Stupid is already in trouble for underhanded dealings.

Consider the events. Commodore was the first company to produce a personal computer. With the C64 they had something that no other company could come close to. There are STILL companies that use the C64 daily! The history of the machine is, well, legendary.

The Amiga, of course, speaks for itself. The only thing it could not do was advertise for itself. Although, it can be used to DO the advertising. I guess that is the ultimate slap in the face!

I just wonder how much money was paid to the "men" at the top of Commodore to not advertise. And to the people involved in the bankruptcy proceedings to delay the sale.

If anyone out there has a more plausible explanation, let us know. And, please, don't bore the rest of us with legal mumbo jumbo. I have delayed buying a new machine in hopes that the Amiga will be given new life. But as time goes by ...

Sincerely,
Roger L Davies
Riverton, WY

P.S. You have a good magazine, keep it up.

While you are not alone in your fears concerning back-room maneuvering and the Amiga's frustrating existence, I believe that the answer lies more in apathy than in activity. The Amiga seems to be a victim of bureaucratic thinking (when thinking was involved at all) and an attitude from people who worked for a company (such as Commodore) and not with it.

As far as some force wanting to control the Amiga, our story on the Commodore Auction in this issue (which is not complete at this writing) should either clear some fears or start new ones.

Dear AC:

I just heard the news that *Amiga World* has ceased publication. I am writing to beg PiM Publications not to do the same with *Amazing Computing*. I know that advertising revenue must be dropping for you. Perhaps you will have to raise subscription rates a little. Whatever is needed, now more than ever, those of us who are Amiga users need somebody out there. Somebody to review new software and hardware. Somebody to tell us how to use our software with good tutorials. Somebody to tell us how to keep our Amiga running. I know that times must be rough for you, just as they are for those of us who use (and love) our computer. I don't know what suggestions to make that will allow *Amazing Computing* to continue publishing without losing money, but there has to be something that we can do. Without any information to keep us going, I'm afraid that the death of our beloved Amiga will indeed occur.

I don't know if you are particularly looking for subjects for future articles. I hope so. I have a couple of ideas. First off, I recently purchased Helm and I am very pleased with it. It is very powerful, however, some parts of it are difficult for me to understand and use. Some of the ideas of sharing, inheritance and layers are a bit confusing. I was pleased to find several useful tutorials regarding the use of Helm in *Amazing Computing*. I found the June 1994 article by Mr. Nakahihara to be especially useful. By carefully going through each step and explaining what had been done, he helped me a great deal. I would

find it very useful if you could present more tutorial-type articles for Helm.

Another subject for a future issue would be a review or discussion of just what the A2200 (by Computer Answers) is and whether that would be a viable solution if the regular Amiga is not revived by a new owner (if a new owner can be found). My present Amiga can't last forever and so I will eventually require replacement — is the A2200 a possibility. Are there ways to have it repaired? What are the ways I could replace it? Are there any Flicker-fixers available anymore? What is a useful solution to a monitor problem? (Sure wish now I'd bought a 1942 when they first came out.) I'm sure that all of us will need to continue to be informed about the resources that are available for hardware (and software) problems. The dealers and the repair services and the replacement items that will work in a suitable manner. These will all be good topics for future issues.

Please continue to publish AC. I need you and all of us Amiga users have to stick together. I am still here and my Amiga is still here. If there is any way I can help please let me know. Thank you very much.

Yours Truly,
Donald Feldbruegge
Oregon, WI

"I need you and all of us Amiga users have to stick together. I am still here and my Amiga is still here."

Donald Feldbruegge
Oregon, WI

Dear AC:

Like a heroine from the silent films of the Twenties, our beloved Amiga hangs precariously from a cliff, facing certain doom. Can Dudley DoWright, or Commodore UK, or whomever, snatch her from oblivion just in the nick of time? Let's take a look.

When the Amiga first shipped in the mid-eighties it was a truly exceptional personal computer offering capabilities far ahead of its time. Unfortunately, no commercial markets actually existed for most of those capabilities, and Commodore's lack of marketing acumen insured that the "new kid" on the block would not gain acceptance as a business machine. Nevertheless, the Amiga captured the imagination of thousands of people who, for the first time, saw the potential of the computer as a creative tool.

My point is this: the Amiga established itself as a marketable commodity not because it was a "me too" computer with a foreign operating system and interface, but because it was truly extraordinary. It offered capabilities not available on other platforms, and exploded the myth that powerful computers had to be expensive. If the Amiga is to re-establish itself as a viable force in an industry dominated by PCs, I firmly believe it must once again become extraordinary.



With so many other platforms sporting speedy processors and fancy graphics options, why bother? First of all, the Amiga remains our best hope for alternative computing. Without it we'll be forced to adopt the pin stripe Mac or march in lock-step with corporate monoliths like Intel and Microsoft. The importance of this market factor is underscored by recent events at both Intel and Microsoft which left many PC users feeling the two companies now have a veritable choke hold on the industry. Also, the Amiga user base represents a sizeable investment in both time and money, an investment most would rather not forego unless absolutely necessary. This, too, is a substantial market factor. But most importantly, the Amiga remains our best hope for radically advanced computing at affordable prices. Because Macs and PCs are much more sensitive to corporate computing issues than the Amiga, performance improvements from generation to generation tend to be incremental rather than dramatic. Since the Amiga is not restricted by such considerations, it is potentially more adaptive to newer and more radical technologies. Imagine a computer capable of real-time recording and playback of 24-bit animations with no addi-

supercomputers. It is a multitasking, asymmetrical multiprocessing OS that uses a virtual processor (VP) modality.

VP code is translated on the fly into the native code of the real processor with little or no run-time penalty. This means that Taos can run any number of processors of any type as long as each one has its own VP translator. Taos is also very compact (the kernel is only 12K) and could probably be run as a subset of AmigaDOS, much the same as ARexx.

Any Amiga shipped with a 680x0 processor would be both AmigaDOS and Taos compatible as long as the appropriate VP translator was present. New Amigas would not be tied to any one particular processor (except the 680x0 for awhile) and could ship with any number and combination of CPUs. Processor choices would be based on considerations of price, performance, and intended application. Upgrading a Taos-Amiga could be as simple as adding another processor. Some CPU boards might be based on PowerPC or Pentium technology opening the door to Mac and Windows compatibility. Imagine the computational potential of an 060 Amiga running three

"...my purpose here is not to plot a course for the
Amiga's future but to point out that it has a future."
"I steadfastly beleive that Commodore's passing will only
be a landmark in the continuing development of this
amazing computer."

Rob Dellamonica
Redding, CA

tional hardware (subtract \$1500 from total system cost). Or a software only version of the Video Toaster (\$1000 to \$1500). Think of lightning fast 3D rendering that doesn't require a five figure bank balance (\$10K and up). Or consider the potential of a voice command interface for 3D modeling (open pod doors, Hal). Now think of the Amiga. Not the Amiga that languished for almost a decade under the indolent stewardship of Commodore, but rather a new Amiga conceived in the same visionary spirit that spawned the original. And for those who shed a tear for Commodore, please remember that Commodore did not invent the Amiga, but merely purchased it from the ill-fated Amiga Corporation for the same corporate motivations that led Pepsico to acquire Kentucky Fried Chicken.

So how do we get from there to here? Assuming the Amiga is purchased with the intention of continuing the product line, one option would be to follow Apple's example and choose a new processor to replace the 680x0 line. Concurrently, the AAA chipset could be finalized. Of course this would require a new version of the OS as well as a 680x0 emulator for downward compatibility. The resulting computer would be impressive, but this approach would require a lengthy development cycle as well as a substantial R&D budget. Financial support for such an undertaking is questionable, as is the patience of an already strained market. And in the final analysis, this strategy seems somewhat pedestrian.

As an (example) of a more "radically advanced" option, I'll begin my discussion by introducing the Taos operating system. Taos (pronounced "dowse") is an operating system developed several years ago by a former Amiga games programmer to run transputer based

DEC Alphas, four T9000 transputers and two MIPS R4600's! (Okay, I'm just dreaming here. But try it yourself, its heady stuff!)

Of course, there are many other options. But my purpose here is not to plot a course for the Amiga's future but to point out that it has a future. I've read a number of obituaries and post mortems for the Amiga, both in the Amiga press and elsewhere, yet I steadfastly believe that Commodore's passing will only be a landmark in the continuing development of this amazing computer.

Rob Dellamonica
Redding, CA

Well said. Let's hope the next few months demonstrates what can be done.

**If you have a letter for
Feedback, send it to:**

*Feedback
c/o Amazing Computing
P.O. Box 2140
Fall River, MA 02722*

BETTER CONCEPTS INC.

10 Mandon Terrace New City, NY 10956

1-800-252-6442 SALES • 1-914-639-5095 INFO • 1-914-634-7097 Fax

AMIGA HARDWARE

CD32 THE ULTIMATE GAME MACHINE

\$229

Brand new US NTSC versions! Complete with power supply, joystick, rf modulator, instructions & 90 day warranty! Play CD32, CDTV, CD+G & Audio CDs!

- W/ Bundle #1: Pinball Fantasies/Sleepwalker CD, Diggers CD & Competition Pro Pad \$249
- W/ Bundle #2: Brutal Sports Football CD, Dangerous Streets CD & Competition Pro Pad \$249
- W/ Bundle #3: Chaos Engine CD, Global Effect CD & Competition Pro Pad \$249
- W/ Bundle #4: Defender Of The Crown II CD, Groliers New Encyclopedia CD & Competition Pro Pad \$259

SX-1 EXPANSION UNIT FOR CD32

\$209

This unit plugs into the back of your CD32 & turns it into a basic A1200! It allows you to plug in Hard drives, floppy drives, monitors, add RAM, parallel device, serial device, keyboard,...

WHAT GREAT DEALS!



CD32 & SX-1

Purchase these together for only \$419

SX-1 ADD ONS

- Keyboard \$40
- 4MB RAM \$165
- 8MB RAM \$299

We also carry a full line of internal & external hard drives for the SX-1!

BCI 'HURRICANE' CDROM DRIVE

\$339

EXTERNAL CDROM DRIVE FOR A1200/A600

- Comes complete & ready to plug in! •Hooks up through your PCMCIA slot!
- Emulates CD32 & CDTV on A1200! •Emulates CDTV on A600!
- Plays all Audio CDs & ISO 9660 CDs!
- Consists of: External Chiron 525 Dbl Speed CDROM Drive, Squirrel SCSI Controller & Software, 5 disk utility pack for your A1200/A600 & 1 year warranty!
- Plus you can still add up to 6 other SCSI or SCSI2 devices!!

BCI 'TORNADO' CDROM DRIVE

\$379

Same as above 'HURRICANE' but with a Triple Speed NEC 3X External CDROM drive! This set up is fast!!!!

BCI A1200C (AMIGA 1200 CLONE)

\$579

The Closest thing to an Amiga 1200! Package includes complete CD32, SX-1, Keyboard, Floppy Drive, Optical Mouse & WB 3.1!

- Internal 210MB 2.5" IDE HD Installed Add \$290•
- 4MB Fast RAM Installed Add \$165•

FOR MORE HARDWARE SUPER DEALS, SEE PAGE 3 OF OUR AD>>>

AMIGA SOFTWARE

EDUCATIONAL SOFTWARE ON FLOPPY DISKS FOR ALL AMIGAS

Spell-A-Fari: Have your child experience the thrill of tracking through the jungle with Mike the Monkey in search of big game. Elly the elephant helps your child remember the hard to spell words by using word pattern recognition. Other friendly animals also help your child to become an expert in no time. Digitized speech/sound, print spelling lists, quizzes, puzzles & more!!! \$12.00

Math Doctor: The newest way of learning the 'Old Math'. It uses the computer to add another dimension to the math that we learn in school. The functional steps are the same, including carrying, borrowing and moving decimals. Digitized speech, interactive responses, colorful graphics and more makes this math experience fun!!! 3 levels of difficulty. \$12.00

Crossword Construction Set: Now you can build the perfect puzzle and stump your friends by creating your own crossword puzzles. Contains built in list editor, numerous puzzles included. Interactive play with Amiga Narrator feed back. Create, modify, save and print crossword puzzles. Print word search puzzles as backdrops. Also installs on hard drive with click of an icon!!! \$12.00

Poco Man: A refreshing new concept in gaming. Poco Man is a strategy-logic game that is extremely challenging! 50 levels, high quality digitized sound effects, smooth colorful graphics and animations, saves high scores & names, multitasking & more!!! Uses joystick, mouse or keyboard. \$9.95

Talking Storybook Series: The wonder and excitement of the Talking Storybook is now yours to explore. Magical worlds will open in spoken word as well as graphics & animations, digitized sounds & a full music score. Turn the pages forward, backward or in any order you choose. An excellent reading aid, the speed is adjustable, adapting to the user. Select individual words to be spoken/spelled, thus improving spelling and phonetic skills and vocabulary. Choose from: The Red Hen, Nursery Rhymes, The Three Bears, All about Whales, ABC's and Solar System. \$12 EACH

World Tour Series: A series of programs which provide hours of fun while teaching facts about each of the geographic areas. Suggested for ages 9 through adult. Contains information on capitals, currency, government, languages, religion, flags, average rainfall, population, Topography and much more. Features beautifully colored maps, digitized sounds, music, timed quizzes, complete tutorials, maps, high score list, prints award certificates & more!!! Choose from: USA, Africa, Central America, Russia, West Asia, South America, Europe, Australia, India, Canada or Middle East. \$14.95 Each



BETTER CONCEPTS INC PRESENTS HOMEMADE CD'S

DESKTOP PUBLISHING CLIP ART & FONTS CD \$16.95

- SPECIALLY GEARED TOWARDS AMIGA OWNERS
- CLIP ART DIRECTORY CONTAINS OVER 2500 B&W EPS STRUCTURED IMAGES, 1500+ IFF IMAGES PLUS OVER 8000 PCX IMAGES!
- 1000S OF TYPE 1 ADOBE FONTS & POSTSCRIPT FONTS!
- ALL YOUR DESKTOP PUBLISHING & WORD PROCESSING NEEDS ON ONE CD!

SEXUAL FANTASIES CD32/CDTV/CD \$18

ADULTS ONLY PLEASE! THIS CD IS SPECIALLY DESIGNED FOR YOUR CD32, CDTV OR AMIGA CD ROM. FILLED WITH 1000S OF XXX PICTURES AND SOME HOT ANIMATIONS. ALL COMPLETE WITH VIEWERS!

SHEER DELIGHT CD32/CD \$22

ADULTS ONLY PLEASE! THIS CD IS SPECIALLY DESIGNED FOR YOUR CD32 OR AMIGA CD ROM. FILLED WITH OVER 3800 IMAGES OF BEAUTIFUL WOMEN POSING IN BATHING SUITS, LINGERIE, SEMI NUDE PLUS MORE! IMAGES ARE ALL U.K. OK! ALL COMPLETE WITH VIEWERS!

MUSIC MOD & SOUND EFFECT CD \$19.95

- SPECIALLY GEARED TOWARDS AMIGA OWNERS
- OVER 2800 MUSIC MODS (CLASSICAL, POP, ROCK, TECHNO, ACID, RAVE, MELLOW...!)
- OVER 6300 SOUND SAMPLES RANGING FROM SOUND EFFECTS, DIGITIZED SPEECH, ALL KINDS OF INSTRUMENTS & MORE!
- ALSO COMES WITH SEVERAL MOD & SOUND SAMPLE PLAYERS FOR YOUR AMIGA COMPUTER!

BCI-NET CD \$14.95

MARCH 95

THIS CD CONTAINS OVER 1 GIG OF THE LATEST, GREATEST, MOST USEFUL PROGRAMS OFF OF THE INTERNET. UTILITIES, GAMES, GRAPHICS, MUSIC, ENTERTAINMENT PLUS TONS MORE! ALL COMPLETE WITH A CUSTOM BUILT INTERFACE WRITTEN JUST FOR THIS CD THAT WILL LET YOU SMOOTH THROUGH THE ARCHIVED FILES & ALLOW YOU TO LAUNCH ANY PROGRAM, WITHOUT EVER LEAVING THE INTERFACE! PLANNED TO BE RELEASED QUARTERLY, THE LATEST VERSION AVAILABLE IS MARCH 95.

PLAIN BROWN WRAPPER CD \$25

ADULTS ONLY PLEASE! THIS CD CONTAINS OVER 1600 IMAGES OF HOT XXX ACTION. COMPLETE WITH VIEWERS, THIS CD HAS SET UPS & RUNS ON BOTH PCs AND AMIGAS!

MORE HOMEMADE CD'S ON THE WAY!

CD32 DEMO CD VOLUME 2

This CD was to be bundled with the CD32 when CBM released it to the U.S.A.! Contains: Several minute movie intro and playable demo of MICROCOSM, preview of RISE OF THE ROBOTS, Video presentation of CD32 capabilities, CDXL & 2 complete FMV videos! Only \$10!!

FUTURE SHOCK 2 AUDIO CD By Sidewinder

This Audio CD was completely made on an Amiga using Protracker and MED. 15 butt kicking Techno tunes by one of today's hottest writers! Plays on any audio CD player! On Sale This Month For Only \$15

CHECK OUT PAGE 2 OF OUR AD>>>

AMIGA SOFTWARE CONTINUED...

100 PD GAMES I*	\$18
100 PD GAMES II*	\$18
TOWER ASSAULT*	\$30
AKIRA	\$32
ALIEN BREED S.E./QWAK*	\$27
ARCADE POOL*	\$18
BANSHEE*	\$27
BATTLECHESS	\$30
BATTLETOADS	\$10
BEAVERS	\$10
BENEATH A STEEL SKY*	\$34
BRIAN THE LION*	\$16
BRUTAL SPORTS FOOTBALL	\$17
BRUTAL SPORTS SOCCER	\$16
BUBBA & STIX*	\$18
BUBBLE & SQUEAK*	\$30
BUMP & BURN	\$12
CANNON FODDER	\$30
CASTLES II	\$12
CHAOS ENGINE	\$19
CHUCK ROCK I	\$10
CHUCK ROCK II*	\$12
THE CLUE	\$32
DARKSEED	\$15
DANGEROUS STREETS	\$10
DEATH MASQUE	\$32
DEFENDER OF THE CROWN II	\$15

CD32 TITLES

DENNIS THE MENACE	\$12
DIGGERS	\$10
DIZZY	\$17
DGENERATION	\$10
DISPOSABLE HERO*	\$15
DRAGON STONE*	\$34
EMERALD MINES*	\$15
EUROPEAN PGA GOLF	\$34
FIELDS OF GLORY	\$30
FIRE FORCE	\$26
FLY HARDER*	\$12
FRONTIER:ELITE II	\$16
FURY OF THE FURRIES	\$10
GAMES N GOODIES*	\$18
GLOBAL EFFECT	\$16
GROLIERS ENC. II	\$25
GUARDIAN	\$25
GUINNESS CD OF RECORDS*	\$15
GUNSHIP 2000	\$28
HEIMDALL II	\$20
INSIGHT:TECHNOLOGY	\$15
IMPOSSIBLE MISSION 2025*	\$32
JAMES POND II	\$10
JAMES POND III	\$15
JETSTRIKE	\$12
JUNGLE STRIKE*	\$34
KID CHAOS*	\$12
LABYRINTH OF TIME	\$25
LAST NINJA III	\$12
LEGACY OF SORASIL	\$32
LIBERATION	\$28
LITIL DIVIL	\$35
LOST VIKINGS	\$15
LOTUS TRILOGY	\$19
MANCHESTER UK SOCCER	\$15
MARVELOUS MARVIN*	\$30
MEAN ARENAS	\$15
MICROCOSM	\$19
MORPH*	\$10
MYTH	\$13
OUT TO LUNCH*	\$12
OVERKILL / LUNAR	\$12
NICK FALDO GOLF	\$10
NIGEL MANSELL	\$12
PINBALL FAN/SLEEPWALKER	\$15
PREMIER*	\$12
RISE OF THE ROBOTS	\$32
ROADKILL*	\$32
SIMON THE SORCEROR	\$32
SOCCER KID	\$28

SUBWAR 2050	\$30
SKELETON KREW*	\$32
SUMMER OLYMPIX	\$15
SUPERFROG	\$18
SUPER METHANE BRO'S	\$12
SUPER STARDUST*	\$30
THEME PARK*	\$32
TOTAL CARNAGE*	\$10
TRIVIAL PURSUIT	\$16
TROLLS	\$30
UFO:ENEMY UNKNOWN	\$32
ULTIMATE BODY BLOWS	\$29
UNIVERSE	\$15
VIDEO CREATOR*	\$34
VITAL LIGHT	\$15
ZOO!	\$10
ZOO! II*	\$12
ADULTS ONLY	
COVERGIRL STRIPPOKER	\$17
SEXUAL FANTASIES	\$18
SHEER DELIGHT	\$22

*=PAL only!
IF YOU DON'T SEE WHAT YOU WANT,
CALL US AND WE WILL GET IT!

CDTV TITLES

ADVANCED MILITARY SYSTEMS*	\$8
ALL DOGS GO TO HEAVEN*	\$8
AMERICAN HERITAGE DICTIONARY*	\$10
BARNEY BEAR GOES TO SCHOOL*	\$8
CINDERELLA*	\$8
CLASSIC BOARD GAMES	\$8
CURSE OF RA	\$8
DEFENDER OF THE CROWN II*	\$15
ELECTRONIC COOKBOOK*	\$8
EYES OF THE EAGLE	\$8
FUN SCHOOL 3*	\$8
GARDEN FRUITS*	\$8
GARDEN PLANTS*	\$8
GARDEN TREES*	\$8
GROLIERS ENCYCLOPEDIA II*	\$25
GUINNESS DISC OF RECORDS*	\$15
HOLY BIBLE*	\$8
HOUNDS OF THE BASKERVILLE*	\$8
INDOOR PLANTS*	\$8
INSIGHT:TECHNOLOGY*	\$15
ILL. WORKS OF SHAKESPEARE*	\$8
MOVING GIVES ME STOMACH ACHES*	\$8
MUD PUDDLE*	\$8
PAPER BAG PRINCESS*	\$8
POWER PINBALL	\$8
PSYCHO KILLER*	\$8
TALE OF PETER RABBIT*	\$8
THOMAS SNOW SUIT*	\$8
TIME TABLE OF HISTORY*	\$10
TOWN WITH NO NAME*	\$8
WOMEN IN MOTION*	\$10
WRATH OF THE DEMON*	\$8
*=Works on CD32 also!	
ADULTS ONLY	
COVER GIRL STRIP POKER*	\$17
SEXUAL FANTASIES*	\$18

AMIGA CD ROMS

100 PD GAMES I	\$18
100 PD GAMES II	\$18
17 BIT 2 CD COLLECTION	\$34.95
17 BIT CONTINUATION	\$17.95
17 BIT PHASE IV	\$17.95
AMINET III (JULY 94)	\$13.95
AMINET IV (NOV 94)	\$13.95
AMINET V (MARCH 95)	\$14.95
AMINET SET (4 CDs)	\$29.95
AMOS PD CD	\$19.95
ANIMATIONS 2CD SET	\$24.95
ASSASSIN GAMES CD	\$19.95
BCI-NET I CD (DECEMBER 94)	\$13.95
BCI-NET II CD (MARCH 95)	\$14.95
CD PD I, II, III, or IV	\$19.95
DEMO CD I or II	\$19.95
DEMO MANIA I	\$19.95
DTP CLIP ART & FONTS CD	\$16.95
EUROSCENE I	\$14.95
FRESH FISH (LATEST)	\$19.95
FRESH FONTS	\$19.95
FROZEN FISH (LATEST)	\$19.95
GAMES N GOODIES	\$18
GIF'S GALORE	\$19.95
GOLDFISH II	\$19.95
LIGHT ROM I	\$34.95
LIGHT ROM II	\$34.95
LSD & 17 BIT COMP. I	\$17.95
LSD & 17 BIT COMP. II	\$17.95
MEETING PEARLS I	\$14.95
MEETING PEARLS II	\$14.95
MUSIC MOD & SOUND EFFECTS	\$19.95
NETWORK CD	\$19.95
SERIAL CABLE FOR ABOVE	\$29.95
SOUNDS TERRIFIC 2CD SET	\$29.95
TEXTURE GALLERY	\$34.95
WEIRD SCIENCE CLIP ART CD	\$13.95
WEIRD SCIENCE FONTS CD	\$13.95
ADULTS ONLY	
PLAIN BROWN WRAPPER	\$25
SEXUAL FANTASIES	\$18
SHEER DELIGHT	\$22

LICENSEWARE ON FLOPPIES

IT'S THE PITS! A BOLD MINER'S SLAUGHTER
-By Kit Felice. Amazing multi-level AMOS arcade game. REQ:Hard drive, 2 MB RAM, ECS or AGA, LHA decompressor, any Amiga OS. 3D tunnel scenes are featured in this excellent arcade adventure game. Hours of fun! **\$12**

TOMCAT
-By John B. Graham. Experience Amiga's first software based Full Motion Video arcade game. Any Amiga with 1 MB of Chip RAM and hard drive can play this thrilling arcade F-14 fighter game. Over 11 megs of hard hitting all video action! **\$19**

PSYCHO SQUARES DELUXE
-By Shane R. Monroe. So easy, you'll learn it in 5 minutes; so addictive you'll play it for 5 hours! This strategy game features EHB graphics, digital speech, original music, two player mode and much, much more! Complete with many awesome background graphics! You'll love it! **\$15**

PSYCHO SQUARES DLX:ADULT GRAPHIC DISK
-By Shane R. Monroe. If you love Psycho Squares Deluxe background graphics, imagine playing for STEAMY ADULT pictures! 13 levels of beautiful, hot women! Requires the registered version of Psycho Squares Deluxe sold above. **\$4**

ADULT SENSATIONS	MOODY NIGHTS
BANKOK BABES	PARTY TIME
BODY LANGUAGE	PUSSEY GALORE
CHEEKY CHICS	RED HOT
CLIMAX	SIXTY NINE
ERUPTION	SMOOTH LIPS
EXOTIC EXTASY	TIGHT PANTIES
GIRLS OF PARADISE	TROPICAL HEAT
HOT PIX 5	WET DREAMS
HOT PICS:VOL. SEX	WHITE UNDERWEAR
LUSCIOUS LIPS	WILD WENDY

*MUST BE AT LEAST 18
YRS OLD*
\$19.95 EACH
ANY 5 FOR \$89.95
ANY 10 FOR \$149.95

CALL FOR ANY AMIGA PRODUCT NOT SHOWN!

ADULT CD ROM TITLES

The following is a list of NEW Adult XXX CD ROM titles that are made to work with your Amiga and/or any PC Compatible!

!ALL NEW!
AGA Entertainment Pack
25 disks filled with the newest games, eurodemos, animations & other neat stuff that make your AGA Amiga really show off! A few titles are: Klondike 3, Mad Fighter 2, Treasures Of Tutankhamun 2, + much more! Only \$20!

!ALL NEW!
ARCADE GAMES PACK
25 disks filled with the NEWEST games that run on All Amigas. All new titles! All the fun of an arcade in the comfort of your own home! Game types included are platform, adventure, puzzle, shoot em up, beat em up plus much more! Only \$20!

!ALL NEW!
STEAMY WINDOWS PACKS
Each pack contains 25 disks of the most beautiful women posing in bathing suits & lingerie, working out & other erotic shots. Over 10,000 copies sold in Europe! Choose from 10 different packages! Specify Pack #, Specify AGA or Regular Amiga. Only \$20!!!

!ALL NEW!
MUSIC MOD PACKS
Each pack contains 25 disks of awesome music! Choose from TECHNO, POP, MELLOW or ASSORTED. All players are also included! Each Pack is only \$20!!!!

PUBLIC DOMAIN SOFTWARE
All our PD disks are now only 99c EACH! That includes all disks from our library, Assassin Game disks (200+), LSD Utility Disks (150+), 17 Bit Software disks (400+), Amos PD disks (600+), Fred Fish Disks (1000+) plus more! That's about 10,000 PD disks available to you for only 99c each! Why bother paying more when you can get it here for less? Send \$3 for our paper catalog, 4 disks of disk catalogs & a sample disk from our library! See something we don't have? Call us & we'll get it!

LATEST UTILITY DISKS
Virus Workshop 4.7-Latest version of the most wanted virus hunter/killer disk.
Imagestudio 1.21-Utility that will let you convert & manipulate almost any image!
Internet Utilities-A whole disk of some very useful utilities for the internet.
LION KING CLIPART-Some nice clipart for use in WP or DTP! 3 disks (\$2.97)
Star Wars Imagine Objects-3 disks (\$2.97) of Star Wars objects for use in Imagine.
EFF's Guide 2.3-Newest version of Dummies Guide to the Internet.
M.U.I. 2.3-Creates nice front end interface for almost any executable file.

LATEST ENTERTAINMENT DISKS
Poker Mania Game-If you like playing poker, get this!!!
Suicide Mission Game-A great new game from Europe that you'll love!

!NEW!SOUND SAMPLE PACKS!NEW!
Each pack contains 15 disks of professional, ready to use Sound Samples, 2 Packs to choose from:INSTRUMENTS or VOICES/SOUNDEFFECTS. Only \$12 per pack!

AGA DISKS 99c Each
JPEG AGA v2.1-Latest JPEG viewer for AGA machines!
AGA Spectrum Emulator 1.66-Latest version!!
Fractal Cardset-Cards for Klondike AGA!
Lion King Cardset-Cards for Klondike AGA!
Perihelion Cardset-Another cardset for Klondike AGA.
Ripping Yarns Cardset-Yet another cardset for Klondike AGA.
Cindy II Cardset-2nd set of Cindy Crawford cards for Klondike.
Beauty Cardset-Nice ladies on this card set for Klondike AGA.
Heroine Cardset-Yes, another cardset for Klondike AGA!
Achilles Cardset-Oh my, another cardset for Klondike AGA!
Samurai Showdown-A great AGA eurodemo!
DOVE DEMO-2 disks (\$1.98) of an awesome new AGA eurodemo.
Sherilyn Fenn Cardset-Another cardset for Klondike AGA.
Marylin Monroe-A great cardset for Klondike AGA!
ROOTS DEMO-A great AGA eurodemo!
Soul Kitchen Demo-2 disks (\$1.98) containing another great eurodemo!
APEX DEMO-Another new AGA eurodemo!!

CHECK OUT PAGE 3 OF OUR AD>>>

AMIGA SOFTWARE & HARDWARE CONTINUED ...

HARDWARE BLOWOUT

A500 Keyboard \$29
A500 Power Supply \$39
A500 Big Foot Power Supply \$89
A520 Video Adapter \$30
A590 PCB SCSI WDHD \$59
A600 Keyboard \$39
A600 Power Supply \$39
A1000 Power Supply \$45
A2000 Mother Board Rev 4.5 \$299
A2000 Power Supply \$50
A2000 CBM Internal Disk Drive \$45
A2088 Disk Drive \$49
A3000 Keyboard \$59
A3000T Keyboard \$59
A4000 Power Supply \$99
1403 CBM 13" B&W VGA Monitor \$79
AIR External DD Floppy Drive \$90
3.1 Upgrade Kit A500/2000/2500 \$129
3.1 Upgrade Kit A4000/3000/1200 \$144
AIR Internal DD Floppy Drive \$75
AIR External HD Floppy Drive \$160
AIR Int. HD Floppy Drive (A4000) \$135
AIR Int. HD Floppy Drive (Other Amigas) \$140
CDTV Remote Control \$20
CD32 Big Foot Power Supply \$94
CD32 Competition Pro Pad \$19
CD32 Standard Replacement Joypad \$15
CD Caddies \$4
Chinon Int. 1.4MB Floppy Drive \$75
EMPLANT MAC Basic \$259
EMPLANT MAC Deluxe \$359
EPYX Ergo Hand Held Joystick \$13
568DX Upgrade Module For Emplant \$109
Golden Image JS-105-1M Hand Scanner \$89
Golden Image Optical Pen Mouse \$22
Golden Image Optical 3 Button Mouse w/Pad \$25
Microbotics MBX68030 1230XA50MHZ w/mmu&50mhz fpu \$279
Picasso II Graphics Board w/2MB \$499
Squirrel2 SCSI/SCSI2 PCMCIA Cntrlr \$99

COMMERCIAL FLOPPY SOFTWARE BLOWOUT

AMIGAVISION Authoring Pkg \$19
ASIMWARE 3.0 CD Driver \$68
Back To The Future III (Game) \$5
BRILLIANCE 2.0 \$55
California Games (Game) \$5
ChessMaster 2100 (Game) \$9
Combat Classics I (3 Games) \$9
Cybercon (Game) \$5
Golf Challenge (Game) \$9
Gold Of The Aztecs (Game) \$9
Heat Wave (Game) \$5
JUG (Game) \$5
Knight Of The Crystallion (Game) \$5
Leatherneck (Game) \$5
MACRO ASSEMBLER \$29
Monty Python (Game) \$5
Prime Time (Game) \$5
PHOTON PAINT 2.0 \$19
ShadowLands (Game) \$5
Team Yankee (Game) \$5
Test Drive (Game) \$5
Test Drive 2: Super Cars (Data) \$5
Test Drive 2: California Scenes (Data) \$5
The Godfather (Game) \$9
Theme Park Mystery (Game) \$5
VIVA Authoring Software \$19
World Class Soccer (Game) \$9
Zero Gravity (Game) \$5

SERVICE MANUALS - SYSTEM SCHEMATICS

C64/64C CDTV 1084-SD1
A1200 A500 A3000
\$9.95 EACH



SHIPPING & HANDLING

\$5.50 MIN. Charge For UPS Service
Many other Shipping Options Available
We accept Visa, M/C, Discover, COD, CK, M/O
Slight fee for Credit Card Users

HOURS

Monday Through Friday
SALES 9-5 Eastern
Tech Help/Info/Customer Service 1-5 Eastern
Saturday
SALES only 10-2
Sorry, no customer service on Saturdays

Write to us on the Internet at BetterC@j51.com

BETTER CONCEPTS INC.

10 Mandon Terrace New City, NY 10956

1-800-252-6442 SALES • 1-914-639-5095 INFO • 1-914-634-7097 Fax

BMD U.S. Top 10 for March

Top 20 Amiga Games

Mar	Feb	
1	1	Mortal Kombat II
2	-	Pinball Illusions
3	15	Cannon Fodder 2
4	-	Sim City 2000 AGA
5	6	Overlord
6	8	Super Stardust AGA
7	-	Lion King
8	19	Jungle Strike
9	5	Aladdin
10	12	Cannon Fodder
11	-	UFO: Enemy Unknown
12	-	Kings Quest VI
13	13	Rise of the Robots
14	18	Subwar 2050 AGA
15	-	Shadow Fighter AGA
16	7	Val Halla before the War
17	4	Lords of the Realm AGA
18	17	Dragon Stone
19	-	Tower Assault
20	-	Dawn Patrol

Top 20 CD32 Games

Mar	Feb	
1	-	Skeleton Krew
2	8	Tower Assault
3	7	Chaos Engine
4	16	UFO: Enemy Unknown
5	11	Litil Divil
6	4	Super Stardust
7	5	Microcosm
8	12	Labyrinth of Time
9	-	Banshee
10	-	Gunship 2000
11	15	Road Kill
12	9	Jungle Strike
13	1	Theme Park
14	13	PGA Euro Tour
15	-	Premiere
16	2	Rise of the Robots
17	3	Subwar 2050
18	6	Dragon Stone
19	10	Simon Sorcerer
20	14	Top Gear

Titles are complements of British Magazine Dist. U.S.
Pick them up at your local dealer or have them call.
Dealer inquiries are welcome 412 962 6001.

List of Advertisers

Advertiser	Page	Reader Service Number
AMICOM	4	102
AMIGA LIBRARY SERVICES	CII-1	103
AMIGA LIBRARY SERVICES	11	116
BETTER CONCEPTS, INC.	53-54	104
COMPUTER BASICS	32-33	101
CONSULTRON	5	106
CREATIVE COMPUTERS	14-15	109
LEGENDARY DESIGN TECHNOLOGIES	9	117
MEMORY WORLD	CIII	111
NORTHWEST PUBLIC DOMAIN	51	112
PAXTRON	5	123
SAFE HARBOR	25	113
SILENT PAW PRODUCTIONS	39	115
SOFTWARE HUT	48-49	119
STYLUS	CIV	114
TLAS	57	118
VISIONSOFT	19	120
ZIPPERWARE	24	121

* These companies wish to be contacted directly.

MOVING?

Keep your

Amazing Computing

issues coming! Update your address
toll-free in the United States or
Canada by calling:

1-800-345-3360

Or send your old and new address to:

PiM Publications, Inc

P.O. Box 2140

Fall River, MA 02722

You are always #1 with

Amazing Computing

Turtle Lightning Amiga Domain

AMIGAS' Best: TLAS-FISH-TBAG-EUROPEAN-LICENSEWARE-COMMERCIAL

AMIGAVISION
V1.7 Release 2 **\$29**

GRAPHICS BUNDLE
TV TEXT PRO **\$29**

DELUXE PAINT 3
GOLDEN IMAGE **\$33**

OPTICAL MOUSE

VERSALITE LOTTO

Great Lotto number-picking tracking program. Digitized graphics and sound. Full number editing. Can be set for States with numbers 0-51. Pick 1 to 8 numbers, displays graphs and charts, allows picking numbers by random, low%, or high%. **\$9.50**

GREAT BOXED GAMES

C-500: GUNSHIP 2000 \$24
C-505: SHADOW OF BEAST 3 .. \$24
C-510: COVERT ACTION ... \$14
C-520: THEME PARK \$42
C-530: UFO - AGA ONLY ... \$42
C-540: VALHALLA (CASTLE) .. \$42
C-550: OVERLORD \$42

LICENSEWARE COLOR-CLIPART

LCC 20: WORLD FLAGS \$4.50
LCC 30: RELIGION \$4.50
LCC 40: BIRDS \$4.50
LCC 70: LOVING CLIP .. \$4.50
LCC 200: VARIETY \$4.50
LCC 210: CRITTERS \$5.50

NOW OPEN

7-DAYS A WEEK CALL NOW!

GREAT TLAS DISKS FOR \$1.50 EACH OR 20 FOR \$25

HOME & EDUC.:

116-SPREADSHEETS
241-TEXTENGINE
261-C MANUAL Part 1
262-C MANUAL Part 2
263-C MANUAL Part 3
286-LABEL PRINTERS
287-EASY BANKER
288-PENNYWISE
289-VIRUS KILLERS
321-VIDEO FILER
396-BIZCALC
400-BANNER MAKER
449-BUDGET
455-B-BASE 3
472-MULTIDOS & SID
473-COOKBOOK
520-TURBO-PAL
671-KICK_INSTALL_1.3
716-SCREEN BLANKERS
720-JR-COMM
741-PK ZIP CRUNCHER
763-TERMINOUS Master
788-BEST DISK COPIERS
815-MAGIC WORKBENCH
819-STOCK ANALYST
821-DISK SALVAGE 2+
832-MEGA-D Directory
843-NCOMM 1.92

GAMES:

9-ADVENTURE MAKER
10-STAR TREK #2 DISK 1
11-DISK 2 OF TREK #2
12-DISK 3 OF TREK #2
13-WANDERER
14-STAR TREK #3 DISK 1
15-DISK 2 OF TREK #3
21-SEALANCE SUB GM
22-YAHTZEE (3 GAMES)
24-WHEEL OF FORTUNE
44-DOWNHILL SKIING
55-ZERG D&D ADV.
62-DRIP (ARCADE GAME)
70-MISSLE COMMANDS
72-DRAGON CAVE
78-PETERS QUEST
79-MEGA BALL
80-PAC MAN +
96-TANKS / INTERFERON
103-TETRIS GAMES
114-LEMMINGS PLAYABLE
128-SPACE GAMES
136-HATE (ZAXXON CLONE)
137-BLACKJACK & BANDIT
143-NEBULA
147-INTREDIP (TANK)
148-BOULDER DASH
162-VIDEO POKER
176-GALACTIC WORM
190-MORIA D&D ADV.
191-KINGDOM AT WAR
194-SINKING ISLAND 3
240-CHESS & PACER
245-CHECKERS
255-PINBALL
282-SYS (ARCADE)
328-WANGLE & TRIX
349-OXYD
378-DOMINOS & CARDS
398-LEGEND OF LOTHAN
403-INTRUDER ALERT
433-SCUD BUSTER +
468-LEMMINGS TRIBES
PLAYABLE DEMO

GAMES:

470-SEUCK GAMES
489-BLOOD BALL
492-WALKER (Playable)
463-CATACOMB (Adv)
673-DEFENDER
676-MECHFIGHT DISK #1
677-MECHFIGHT DISK #2
679-TAILSMAN 2-MEG #1
680-TAILSMAN DISK #2
684-ULTIMATE RIDE
728-TRODDERS
766-DESERT STRIKE (DEM)
772-POPEYE
784-GIGATRIS (AGA ONLY)
796-MEGABALL 3 (AGA)
812-SCOTCHED TANKS
816-INCINERATOR
835-PHYCHO SQUARES
837-REUDA & TANKX

GAMES:

492-WALKER (Playable)
463-CATACOMB (Adv)
673-DEFENDER
676-MECHFIGHT DISK #1
677-MECHFIGHT DISK #2
679-TAILSMAN 2-MEG #1
680-TAILSMAN DISK #2
684-ULTIMATE RIDE
728-TRODDERS
766-DESERT STRIKE (DEM)
772-POPEYE
784-GIGATRIS (AGA ONLY)
796-MEGABALL 3 (AGA)
812-SCOTCHED TANKS
816-INCINERATOR
835-PHYCHO SQUARES
837-REUDA & TANKX

EDUCATIONAL:

69-COLORS AND SHAPES
95-JAPANESE TUTOR
188-STAR CHARTING
200-STATES/MATH 1.3
201-SPACELOG
338-CROSSWORD GEN.
345-COMPUTER TUTOR
350-DESERT STORM
399-BIBLE PROSPER
399-B.P. SPANISH
412-WORLD DATA BANK LZ
454-VERSEWISE
495-MATH PLUS
669-MATH-BODY-COLORS
688-SOLAR SYSTEM
711-BIRDS AND MAMMALS
719-ASTRONOMY
779-COMMUNICAT ALL
783-LITTLE TRAVELLER
800-MATH WIZARD
801-CHEMISTRY 1
853-NIGHT MATH ATTACK
889-FRENCH VERBE (2.0)
890-BLACKBOARD (2.0)
892-PAINT IT (2.0 only)

LICENSEWARE PROGRAMS:

LED-10: ALPHABET TIME- Ages 3-6.....\$4.50
LED-20: EARLY NUMBERS- Ages 3-6.....\$4.50
LED-30: FRACTIONS- Ages 8 and up.....\$4.50
LED-40: MAP MASTER- 7 yrs and up. Teaches Use of maps, graphs, & charts(2-DISKS).....\$6.50
LED-50: THE MUSIC CONNECTION- Basics about scales, clefs, chords, melody.....\$4.50
LED-60: GUITAR & PIANO TUTOR- Teaches some basics for beginners.....\$4.50
LED-80: CATS- History, Breeds, Care, etc \$4.50
LED-250: PRIMER FOR IMAGINE- 2 Disk Set Teaches basics about Imagine. Has Pics, Textures, and Object Examples.....\$12.00

LICENSEWARE PROGRAMS:

LED-10: ALPHABET TIME- Ages 3-6.....\$4.50
LED-20: EARLY NUMBERS- Ages 3-6.....\$4.50
LED-30: FRACTIONS- Ages 8 and up.....\$4.50
LED-40: MAP MASTER- 7 yrs and up. Teaches Use of maps, graphs, & charts(2-DISKS).....\$6.50
LED-50: THE MUSIC CONNECTION- Basics about scales, clefs, chords, melody.....\$4.50
LED-60: GUITAR & PIANO TUTOR- Teaches some basics for beginners.....\$4.50
LED-80: CATS- History, Breeds, Care, etc \$4.50
LED-250: PRIMER FOR IMAGINE- 2 Disk Set Teaches basics about Imagine. Has Pics, Textures, and Object Examples.....\$12.00

WE HAVE ROM CHIPS.

512K MEMORY EXP FOR THE A500

1-MEG MEM. EXP FOR THE A600

2 04 ROM chip \$34.95

2 04 ROM w/Software \$45.95

GET OUR 6-CATALOG

DISK PLUS PORTS OF

CALL OR SUPER SKI

***** \$10.00*****

A-55 Template For

D. Paint 4. Gives You

Key-Stroke Aid. Durable

Lexan Fits Top Of The

\$9 Keyboard \$9

WE ALSO HAVE FRED

FISH - TBAG - ASSASSINS

EUROPEAN: ALL- \$1.00 EA.

\$5 GET OUR \$5

4-Disk Intro

GAMES & CATALOG

BIBLE SEARCH

\$6 3-DISKS \$6

24-HOUR FAX

915-563-4315

GREAT NO-BOX DEALS

B-320: TOYOTA CELICA * PAL * \$12
B-360: SUPER OFF-ROAD \$14
B-370: SHADOW WARRIORS .. \$14
B-380: GOLDEN AXE (ARCADE) .. \$14
B-390: TOTAL RECALL \$14
B-400: SILENT SERVICE 2 \$17
B-420: RAILROAD TYCOON \$19
B-430: PERFECT GENERAL \$19
B-840: WONDER DOG \$17
B-850: BLASTER (SPACE GM) .. \$14
B-860: CYBERPUNKS \$14
B-870: BLOB \$12

WE HAVE FRED FISH, ASSASSINS,

EUROPEAN, TBAG,

ALL FOR JUST \$1 Each

CD-32 MACHINES: CALL

MORE NEAT COMMERCIAL STUFF

C 18 PAGESSETTER 1.21 \$9

C 23 Deluxe CLIPART VOL. 2 ... \$7

C 28 INTELL-TYPE TUTOR \$19

C 110 DELUXE PAINT 3 \$23

C 120 T.V.TEXT PRO V1.0 \$17

C 130 AMIGAVISION V 1.7 R-2 \$29

C 150 PREDATOR 2 \$9

C 160 SPEEDBALL 2 \$9

SEE THE BEST

SUPER SPECIALS:

C-63 BLACK MAX JOYSTICK \$4

C-66 MARATHON JOYSTICK \$4

C-10 TEXTCRAFT PLUS \$6

C-15 KINDWORDS Wordprocessor \$6

C-20 DELUXE PAINT 2 - \$6

C-180 KILLING CLOUD GAME \$6

C-190 THEME PARK MYSTERY - \$6

VP#3: VALUE-PACK 3 BUNDLE:

PHASAR: Home financial system,

W/W/W/W: All in one organizer,

F-40 PURSUIT: Car racing game,

MASTERTYPE: Typing Tutor,

GET ALL 4 For \$9

GREAT SOFTWARE BUNDLES

VALUE-PACK #6- INCLUDES

INFOFILE- Database Program

F-40 PURSUIT * PORTS OF CALL*

WHO, WHAT, WHERE, WHEN

MASTERTYPE. Get All Five

Programs For **\$14**

VALUE-PACK #10- INCLUDES

MAXIPLAN PLUS V2.70 * PORTS

OF CALL * ZANY GOLF (Miniature)

Get All Three Programs For

Only **\$24**

VALUE-PACK #7- INCLUDES

PAGESSETTER * KINDWORDS *

D. PAINT 2. Get All 3 Programs

For Only **\$17**

VALUE-PACK #11- INCLUDES

DELUXE MUSIC CONST. SET

INFOFILE * KINDWORDS *

* FUSION PAINT * Get All

Four Programs For Only **\$24**

EXCELLENT GAMES

BUNDLE ALL FOR

POPULOUS 2, **\$44**

ARCHER MCLEANS POOL,

JAMES POND 2, ROBOCOD

SHUTTLE

TAC 3 JOYSTICK \$ 8.99

TAC 30 JOYSTICK \$ 9.99

ERGO JOYSTICK \$ 14.95

Disk Drive Cleaning Disk \$3.50

MOUSE CLEANING KIT \$4.50

TRIPLE ACTION C-800

SUPER TETRIS, TIME BANDITS,

AIRBALL. Get all three for only

\$19.00

\$5 Each < or > 5 For \$20

C 300 DINO-WARS

C 305 GUNSHOOT

C 310 POWERSTYX

C 315 STARRAY *PAL

C 320 WILD WHEELS

C 325 W.T. SOCCER

C 330 STAR GOOSE PAL

C 335 TARGHAN (D&D)

C 340 TABLE TENNIS

C 350 Vampire EMPIRE

C 355 Hill Street BLUES

C 360 JOE BLADE

C 365 CLEVER & SMART

C 370 SKYBLASTER

C 375 THUNDER-BOY

C 380 Rings of MEDUSA

C 385 CLOWN-O-MANIA

C 390 PUSH-OVER

HOT NEW NO-BOX HITS

B-760: Zak McKracken & Loom.....\$19

B-770: The Secret of Monkey Island.....\$19

B-800: Populous 2.....\$17

B-810: Archer Mclean's Pool.....\$17

B-820: Shuttle (Simulator).....\$14

B-830: Robocod 2.....\$14

*****NECK WHO NEED THE BOX*****

It's The Stuff Inside That Counts

AGA GAMES:

A1200 & A4000

B-600: ZOOL \$9 Ea.

B-610: ALIEN BREED

B-620: OVERKILL

B-630: BODY BLOWS

GALACTIC

B-640: TROLLS

GOLDEN IMAGE

OPTO-MECHANICAL

AMIGA MOUSE \$27

DISK DRIVE

CLEAN-KIT \$3.50

CD-32 World Pinball Fantasies & Sleepwalker. Comes with all manuals and

cables to hook up to Monitor or T.V.- \$269 plus \$16 P/H.

TLAS- P.O. BOX 30499- MIDLAND, TEXAS- 79712

POSTAGE AND HANDLING= \$4.00

FOR C.O.D. ORDERS ADD-->\$4.00



C.O.D.

Information and Orders:

CALL 915-563-4925

ALIEN BREED TOWER ASSAULT

reviewed by Jason D'Aprile



Alien Breed Tower Assault pits your skill and intelligence against a maze of traps, problems, and enemies.

The third and final game of the overhead shooter Alien Breed series is not only easily the best Breed yet, but proof that the Amiga (even the lowly A500) can still provide a heart-pounding, diehard arcade gaming experience. Using essentially the same graphics as seen in Alien Breed 2, Tower Assault creates a whole world to blaze through.

Gone is the straight forward linear gameplay of most games of this type and in its place is an incredibly complex series of pathways to explore. In Tower Assault, you start outside and then can opt to go inside immediately, or continue explorations of the bleak alien landscape. There are numerous entrances to find outside for the various towers and once inside, you still have plenty of choices to explore. All told, there are 50 levels and how you explore them is left up to you.

The other main enhancement in the game is the addition of the "retreat mode." This feature allows you to shoot backwards as you run from alien encounters and it is useful beyond belief. Using the feature is also much easier if you have a two button controller, as Tower Assault makes good use of the extra button.

As with all past Breeds, you have to find credits to buy new weapons and items, such as keys to open doors and ammo clips. The game hands out passwords eventually as well. Breed followers will also be happy to note that most doors in Tower Assault do not require the use of a precious key to open, only certain security doors need them (of course, on certain levels every door needs a key). The game also features 2 player simultaneous action.

One thing that hasn't been improved yet is the game's claustrophobic tendency of not allowing very free movement in tight

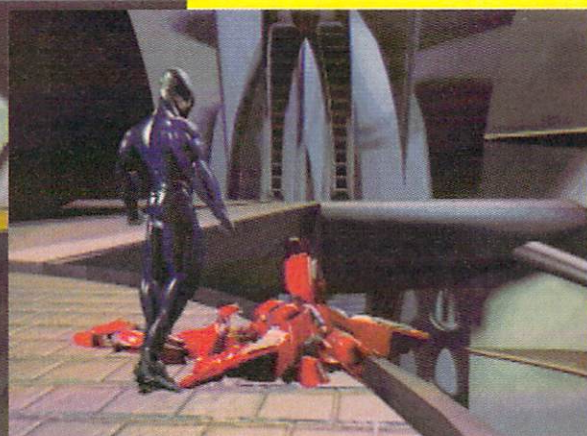
spaces. Obstacles really slow your marines down (more than they should) and in two player mode, the players still have a tendency to get in each other's way at times. Also, the nonhuman characters from Alien Breed 2 are gone, leaving only the two human marines (which is just as well, since the alien marines were more gimmick than anything).

Even on the regular A500, Tower Assault looks incredible and sounds great as well. The game auto detects AGA machines and further enhances the visuals and audio effects. Alien Breed Tower Assault is chock full of atmospheric sounds and little graphic touches. Indeed, the whole atmosphere of the game is downright scary. There are levels in Tower Assault that will have your heart pumping with tension and effort as you race to escape or destroy the near overwhelming hordes of aliens.

Quite frankly, there is no other game of this genre for any system that competes with the pure atmosphere and adrenaline pumping action of AB Tower Assault. Even the Chaos Engine, the other greatest game

Rise of the Robots

reviewed by Jason D'Aprile



Rise of the Robots offers a different style of fighting game with short animations, still-frame victory shots, and controls that do not always react as quickly as you need.

A general rule of thumb in the video game industry is to beware of excessive hype. It seems to never fail that the games that get hyped the most are usually the most disappointing. Rise of the

Robots on the CD-32 is a perfect example. After all the hype about the awesome cinematic sequences, unbelievable fighting action and state of the art graphics, I had high hopes.

Unfortunately, it seems that virtually none of those original elements were retained in the final version. CD-32's Rise of the Robots has almost nothing in the way of cinematic sequences, except the rather boring opening and very, very short clips of your next opponent moving toward you. There are no death sequences- not even of the morphing supervisor. When you defeat your opponent, or get defeated, all you get is a still screen short of the robot on the floor. Beat the morphing supervisor and all you'll see is this weird still image of shattered fragments. The ending sequence, if you could call it that, is awful as well.

To add insult to injury, the game inconceivably only uses one attack button and is sometimes woefully unresponsive. On the 2 player versus mode, player one is forced to always be the cyborg hero robot. The game will not allow you to mix and match fights, which is also an unbelievable bit of shortsightedness and, I suspect, a distinct lack of programming effort.

The robots and backgrounds, however, do look very good. The characters are on the small side, but the computer generated technique used to create the robot fighters is quite excellent. I hope that more developers use this new system for

fighters and to better overall effect.

Nintendo's Killer Instinct is a good example of a similarly made fighting game that is much more than just good looking.

In the game, you take the role of a cyborg creation that is sent to a mechanized factory in a future city to deal with a robotic revolt. The revolt is lead by the female-like morphing supervisor, a robot that is sort of like a female version of Terminator 2's T-1000. On the way, you'll encounter five other robots, all of whom are strikingly different from one another, which is a pleasant change in a fighting game.

One of the Rise of the Robots' other big features is that your robot opponents can "learn" your fighting technique. In case Mirage didn't know, virtually every fighting game does that. Of course, most other fighting games have a lot more moves to use, which gives you the option to vary techniques. Characters in Rise have about ten moves each and the game's control can be rather stubborn and sluggish at times which doesn't help matters.

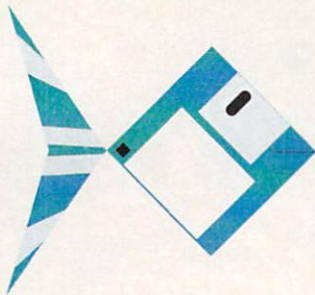
Overall, the CD-32 version of Rise of the Robots just seems to be the Amiga floppy version copied straight over to a CD with virtually no enhancements at all. The lack of joystick support and playability is almost becoming a trademark of computer fighting games from Europe (not that there are many of them) and, unfortunately, Rise of the Robots is really no different. The game isn't a total waste, it just has a lot of wasted potential. With all the great possibilities that Mirage created in Rise of the Robots, I hope that they take a good look at the current state and sophistication of fighting games and decide to make a sequel that has more than just limited graphic appeal.

•AC•

of this genre, can't compete when it comes to pure edge of your seat excitement. On the other hand, Chaos Engine's two player mode runs circles around Alien Breed's. (Alien Breed Tower Assault. cont.)

Another factor in the enjoyment of Tower Assault is variety. The game has a great variety of weapons to buy and aliens to fight, but more than that, the actual levels are diverse enough to challenge virtually any gamer. There are dark levels where you need a flashlight to see and contain black aliens that can only be seen by the light of their eyes. Raid through civilian levels, now covered with body parts and blood, and struggle against military experiments gone haywire. In Tower Assault, as with AB2, you have to not only contend with a seemingly endless army of aliens, but with the man-made security systems as well, which can be much worse at times.

Available on floppy, which works with both older and AGA Amigas, and on a souped up CD-32 version with cinematic sequences and added levels, Alien Breed Tower Assault is a game that action starved Amiga gamers will cherish. This is a great game filled with hours of alien bursting action. Next up in the Alien Breed series: Alien Breed 3D for AGA and CD-32. Finally, a Doom killer to call our own and I can't wait.



Fred Fish Disks 1041 to 1060

An Amiga specific E
compiler, DiskSpare 3.0,
SuperDuper 3.13, a great
Chess Game, and more from
the Fred Fish Library.

With the Fred Fish Disk 1000, Mr. Fish completed a landmark in freely redistributable software. He also completed his last floppy disk and turned to CD-ROM as a means of distributing software on the Amiga. Unfortunately, many Amiga users still do not have a CD-ROM for their favorite computer but want to remain current with the best that the non-commercial software world has to offer. For these users, Fred has authorized the creation of a floppy library series to coincide with his CD-ROM releases. Fred Fish Disk 1041 to 1060 are described below.

Fred Fish Disk 1041

Data2Object 1.3 Makes ascii text file directly linkable
Sometimes you want to have a large text file in your code. For example a built-in helpfile. d2o gives an easy way to do just that. It takes the textfile as an argument and produces a standard object file. Includes an option to force the data into chip ram for graphics and sound data. Author: Matthijs Luger Path:
AmigaLibDisk1041:Programs/Data2Object/

OpaqueMove 1.1 An Opaque Window Movement
Commodity OpaqueMove is a commodity that provides opaque window movement for Intuition windows. That is, instead of simply moving the outline of a window, the entire window contents are moved as you move the mouse. The EGS window system provides this capability, but does not extend it to standard Intuition screens. Hence this commodity. This commodity is intended for use with accelerated graphics cards such as the @i)GVSP Spectrum. @i) Although it is possible to use it with standard Amiga AGA screens, it is likely to be impractically slow except possibly in single bitplane modes. However, there are various controls which allow selection of the conditions under which windows should be moved opaquely, and under which they should be moved as an outline. Author: Steve Koren Path:
AmigaLibDisk1041:Programs/OpaqueMove/

ProNET 1 Installs a network between 2 Amigas
ProNET is a hardware/software combination that installs a small network between two and NOT more Amigas. This can be used to exchange data from both Amiga's devices. The difference between ParNet, written by Matthew Dillon and others, and ProNET is that you can mount the other Amiga's devices as if they were present on this machine, that means you don't have to access the other 'DF0:' indirectly by using 'NET:df0/...' but you can mount it as e.g. 'DF2:' on this Amiga. The other device is emulated PERFECTLY, so that you won't notice that it exists on the other machine in fact - You can e.g. access a disk in the other 'DF0:' by it's name instead of having to use 'DF2:', then you can get full information about the status (% full etc.) - just like as it was a real device in your first Amiga. Of course there are extra programs supplied known from ParNET, with which you can start commands on the other Amiga or just talk between them. Full developer information is available for programmers that want to code extra tools using the pronet.device. Author: Michael Krause. Path:
AmigaLibDisk1041:Programs/ProNET/

VChess 3.1 Excellent chess game A powerful fully functional (non crippled) shareware chess game completely written in Amiga Oberon. The program has a lot of features, is easy to use and don't needs much memory (only 400K). Author: Stefan Salewski Path:
AmigaLibDisk1041:Programs/VChess/

VDisk 2.5 ASDG-ram like recoverable ram drive
vdisk.device is a driver for a recoverable RAM disk. It started 2 years ago as a hack of ASDG-RAM (written by Perry S. Kivolowitz). These hacked versions (1.3 -> 1.12) were not distributed. As of version 2.0, it has been entirely rewritten, with many new features added: - Up to 16 units with virtually unlimited size (512 MB) - Dynamic memory allocation and (optionnaly) deallocation - Full support of all AmigaDOS Filesystems. - Will survive the heaviest system crashes as long as its own data is not corrupted. - In case of a recovery failure, the cause can be reported by a support command. Author: Etienne Vogt Path:
AmigaLibDisk1041:Programs/VDisk/

Fred Fish Disk 1042

Amiga_E 3.1a An Amiga specific E compiler E is a powerful and flexible object oriented / procedural / unpure functional higher programming language, mainly influenced by languages such as C++, Ada, Lisp etc., and Amiga E a very fast compiler for it, with features such as speed of >20000 lines/minute on a 7 Mhz amiga, inline assembler and linker integrated into compiler, large set of integrated functions, great module concept with v39 includes as modules, flexible type-system, quoted expressions, immediate and typed lists, low-level and object polymorphism, exception handling, inheritance, data-hiding, methods, multiple return values, default arguments, register allocation, fast memory management, unification, LISP-Cells, and much much more. Part 2, containing the docs, is on this disk. Part 1, the program is on disk 1043. Author: Wouter van Oortmerssen

Fred Fish Disk 1043

Amiga_E 3.1a An Amiga specific E compiler E is a powerful and flexible object oriented / procedural / unpure functional higher programming language, mainly influenced by languages such as C++, Ada, Lisp etc., and Amiga E a very fast compiler for it, with features such as speed of >20000 lines/minute on a 7 Mhz amiga, inline assembler and linker integrated into compiler, large set of integrated functions, great module concept with v39 includes as modules, flexible type-system, quoted expressions, immediate and typed lists, low-level and object polymorphism, exception handling, inheritance, data-hiding, methods, multiple return values, default arguments, register allocation, fast memory management, unification, LISP-Cells, and much much more. Part 2, containing the docs, is on Fred Fish Disk 10042. Part 1, the program is on this disk

Author: Wouter van Oortmerssen
SerMouse 2.21 Driver/Docs for serial PC Mouse on Amiga A full package on how to use a PC mouse on the Amiga. Not only a serial mouse driver but also how to rewire a 9-pin Sub-D serial to 25-pin Sub-D serial and how to rewire 9-pin Sub-D BUS or 9-pin Mini-Din BUS to an Amiga mouse plug. YOU CAN USE ALMOST ANY PC-MOUSE WITH THIS ONE! Author: Patrick van Beem

Fred Fish Disk 1044

DiskSpare 3.0 stores more data on disks faster
DiskSpare is a completion or replacement of the trackdisk.device. It lets you store more data on your disks faster than usual. For this a custom mfm format is used. -> No online compression! The capacities are: - 984K with DD disks (normally 880K) - 1968K with HD disks (normally 1760K) Diskspare.device requires Kickstart Version 2.0 or higher. If you want to test diskspare.device (DSD from now on), simply click on the 'QuickTest' icon. The script mounts a drive 'DS0:' on Unit 0 (your DF0: drive) with 984K capacity. To format the disk, open a shell window and type: 'format drive ds0: name test' <return>. If you mount any device after 'LoadWB' you need the shell to format a disk. If you mount DSD during boot, you can use the Workbench format as for DFX. After formatting, you should be able to use the disk like any other disks. Author: Klaus Deppisch

MakeVersion 1.0 Program for creating version numbers. MakeVersion is a simple program for creating program version numbers. I use it to embed version numbers in most of my publicly-released programs. It creates linkable object files which can be used by any standard Amiga linker when linking the program and is particularly suitable for use in Make files (or Lmk or DMake files). Author: Ben Hutchings

SuperDuper 3.13 High-speed disk copier and formatter SuperDuper is an exciting, high-speed disk copier and formatter. Typical timings are 99s for a disk-to-disk verified copy, or 38s for a four disk non-verified format. Also available are buffering in RAM, on a hard disk image file or on any sector-based Amiga device, like RAD:, VDO:, FMS:, etc. Real-time compression using the Xpk standard allows to copy in one pass most disks on 1M Amigas, especially in conjunction with a special utility which "hides" external drives to the system (but not to SuperDuper). Bells and whistles include high density floppy support, voice, automatic date increment, a list of the disks copied, and automatic start of operations based on disk insertion/ejection sensing. SuperDuper 3.13 is freeware and works on any Amiga under 2.0 and beyond. Author: Sebastiano Vigna

Fred Fish Disk 1045

ACE 2.3 FreeWare Amiga BASIC compiler + extras
ACE is a FreeWare Amiga BASIC compiler which, in conjunction with A68K and Blink

produces standalone executables. The language defines a large subset of AmigaBASIC but also has many features not found in the latter such as: turtle graphics, recursion, SUBs with return values, structures, arguments, include files, a better WAVE command which allows for large waveforms, external references, named constants and a variety of other commands and functions not found in AmigaBASIC. New features in version 2.0 include: gadgets, three standard requester types, serial I/O and menus (with optional command-keys for menu items). New commands and functions for this version include EXIT FOR, PTAB, SPC, DEF FN, ON ERROR and ERR (these last two handle file and serial I/O at present). INPUT and PRINT can now be used transparently for all screen/window combinations. All user-defined windows are now fully-configurable and may be used in conjunction with screens as per AmigaBASIC. Window close event trapping is also a new feature. In addition to event trapping, ACE now supports WAITING for both menus and gadgets. Waiting is more operating-system-friendly than event trapping. A simple graphical front-end (Integrated Development Environment) is also provided with the archive. This is written in ACE. Author: David Benn

Fred Fish Disk 46

GfxCon 1.1 Image format converter for most formats. Image format converter that can load and save most formats: Load: ILBM, LBM, RGB8, RGBN, PCX, IMG, BMP, RLE4, RLE8, GIF, TIFF, JPEG, RGB-Raw, Targa Save: ILBM, PCX, GIF, JPEG, RGB-Raw, Postscript Features: - virtual memory built in (even with a plain 68000) - color-effects and simple transformations are possible - shows most information stored in images - has a nice GUI - fontsensitive - 68020/881-version included Author: Dirk Farin

MEDUtils 1.0 Set of programs for MED modules Set of programs for working with MED modules. Includes utilities for playing, ripping, and allocating, and wiping MED modules. Author: Ben Hutchings

ModUtils ?? Group of programs for working with Mods Group of programs for working with Mods. Includes utilities for playing, allocating, ripping, and wiping Mods. Author: Ben Hutchings

UnPacker 1.2 Applcon util for extracting archives UnPacker is an apicon utility for extracting archives from the WB. It automatically chooses the archiver to use by comparing the file suffix (e.g., '.lha') with the program icon's tooltypes. Thus you can configure it to recognize every archive format you use. Author: Erik Sagalara

xMore 1.4 A small and fast replacement for "more" Yet another file reader, you might think, and you are right. I missed small XPX-understanding file reader with reasonable feature list, but there was none available. Most (c) 1992 by Uwe Röhm can hardly be called small (but it surely has "reasonable" feature list!). I have to admit that xMore is currently bigger than I planned it to be, but people don't seem to want small programs, they want features! So, what do you get? Features: light speed search! No loss of speed even if case insensitive and/or backwards! , wildcard search. Searching doesn't slow down if only "?" is used (in fact it is FASTER when "?" is used), , hex mode, , FAST scrolling. Should beat Most (pun intended) textreaders using customized Text() function with custom screen. , displays ANSI styles (no colors) and some backspace-styles, , variable TAB size! (now you can read those funny #?.c files with too much TABs), , can start one of the four possible editors, , freely definable keys!, , font sensitivity, , user definable font, , definable window dimensions, defaults to display size, , opens on any public screen or opens it's own screen, , multiple files from shell, Workbench and file requester, , pipe support, , clipboard support, , Support for Directory Opus compatibility, , character conversion, , lots of small details like default zoomed size exactly one line high. Small things make the difference! , can be made resident (has been pure from day one, but who remembers to mention everything), OS 2.04 required (sorry, v36 users. There just is too much functions in RKMS

with text 'this function is broken in V36' that I didn't bother dodging them. To pre-2.0 users xMore is Yet Another Reason To Update. Come on guys, do you use CP/M at work or what? ;), Can read files containing more than 65535 lines! With hex mode this is MUST (256K+ file in narrow window = lots of lines!). (This would be suitable place to mention certain well-known directory utility and another XPX-supporting reader which both assume no-one has REALLY big files, but that could give offence to JP and UR, so I won't) - wildcard search only supports "?" - reads whole file into memory (EVERYBODY has min. 1 Meg today) Author: Jorma Oksanen

Fred Fish Disk 1047

A4000HW 1.0 Reference guide to A4000 hardware. This file is a reference to various tips, problems, repairs, and other information on the Amiga 4000 and common boards and peripherals. Author: Warren Block

Iconian 1.98 Icon editor that supports OS3.0 funcs. An icon editor with all the functions of IconEdit under OS3.0, plus more. Features: Support for sizable windows and custom fonts; Multiple undos; Appwindows; Custom magnification levels; Up to 256 colors; 3.x palette sharing; RGB color editing; Integer scaling of oversized brushes; Optional remapping of IFFs to screen colors; Can save 8 plane icons which stay "normal" regardless of screen depth; Full range of drawing tools including beveled boxes; Recolors 1.3 icons; Clipboard support; Extensive keyboard support; Ability to cut and paste brushes; Drawing with text, including selectable font and styles; 100% system supported, no external libraries required. Author: Chad Randall

Text2Guide 3.10 Convert ASCII text to AmigaGuide format. Converts plain ASCII text into AmigaGuide (c) format. Sticking to some simple organization of the text file, one can have a well structured guide file while still having an easily readable text file. Author: Stephan Sürken

TextCount 3.0 Generates stats about text files This is a text analyser which shows some informations about any text file (number of lines, words, blanks...). It has locale support and a style-guide conforming GUI. Author: Constantin Rack

Fred Fish Disk 1048

2Print2 2.0 Print one/two pages per sheet on HP LJ A simple little utility for HP Laserjets and other printers that support the HP-PCL language. It's only goal in life is to print either one 166 chars x 66 line page, or two 80 x 66 line pages per sheet. Does not go through printer.device, but rather the output from 2Print is redirected to a file or PAR: for faster printing. Author: Raj Goel

Canon600 2.0 Canon BJC-600 printer driver Optimized driver that handles all kind of papers, graphic modes and international characters; full control of your printer. Provides end of printing spoken signalling. Author: Sergio R. Caprile

CDTV-Player 2.31 Plays audio CD's while multitasking A utility for all those people, who'd like to play Audio CD's while multitasking on WorkBench. It's an emulation of CDTV's remote control, but is a little more sophisticated. Allows access to the archive even without a CDROM drive (i.e. AMIGA 500-4000), although you can't play a CD. Program and KARAOKE (live on-screen) included. Recognizes CDs automatically. Works on all CDTVs, AMIGA CD 32 and all CD ROM emulating the cdtv.device or cd.device. Author: Daniel Amor

EpsonFX 1.0 Epson FX-850/Citizen printer driver Optimized driver that handles new graphic modes and international characters, faster than standard EpsonX driver. Author: Sergio R. Caprile

EpsonLX 1.0 Epson LX-800 printer driver Optimized driver that handles new graphic modes and international characters, faster than standard EpsonX driver. Author: Sergio R. Caprile

Event 1.17 Tool to remember everything you want. Information: With this software you have a good tool to remember everything you want. Features: requires only 12 kB memory (a primary argument!), the event's are stored in a data file, multitasking friendly, "gliding" event's, loading only the Event's from the current day Author: Klaus Muckenhuber

LSP 0.18 Print on PCL-based laser printer LSP (Laser

Source Printer) is a little utility for people that have access to a PCL-based laser printer. One of the most useful applications is to use DOUBLE in conjunction with FLUSHRIGHT. DOUBLE prints two logical pages on one physical page. (The pages are outlined by a box an titled with the file name). FLUSHRIGHT is a new concept in printing source (well... not so new **8-)). When a line is longer than a default length (usually 80 char) LSP breaks the line but they are right aligned so they don't mess up your source code indentation. Author: Paolino "del" Dell'Aquila

MiserPrint 1.14 Print util for inkjets (HP-compatible).

MiserPrint is a print utility that puts up to 8 normal pages of text on one sheet of paper. You are able to save paper and time. MiserPrint uses the small built-in fonts (Courier and Letter Gothic) of the HP-Deskjet or compatible printers. Author: Heinz-Guenther Boettger

Fred Fish Disk 1049

DOSReqTools Use ReqTools Requesters from DOS Scripts DOSReqTools gives AmigaDOS script writers access to all seven of Nico Francios' ReqTools Requesters. The requesters are fully functional and can give your scripts a professional look. They can be used from within an AmigaGuide document to pop up on top of the text. Ideal for use as a replacement for Commodore's Installer or as a front end for CLI-only programs. All functions are fully documented with AmigaGuide. A "man page" type script is included for quick reference. Dozens of demo scripts are included that can be run from within the AmigaGuide Docs. The AmigaGuide tutorial is truly interactive. Examples can be seen by clicking labels. An installer script is included. Eight Extensions to DOS are included to make string manipulation easier from your DOS script. ChangeExt Changes the extension of a filename held as an ENVVariable EqualsNull Determines if a file or variable contains data or is empty GetString Takes in keyboard input from the shell with a prompt InString Determines if one string is inside another. Returns position SubString Returns a substring of a string PathPart Returns the path from a <path/filename> FilePart Returns the filename from a <path/filename> AddPart Joins a separate path and filename as one. Checks syntax. Author: Will Bow and Colin Thompson

PPrefs 2.0 Screenmode promotion utility PPrefs is a screenmode promotion utility which allows you to promote every available screenmode of your system (including HAM and EHB modes) to another mode. You simply select a source and a destination mode and every program that wants to open a screen with the source mode, instead will open a screen with the destination mode. If you want that some very special programs get their very special screenmode or don't get promoted at all, besides that "mode to mode" promotion, PPrefs supports task/screen specific promotion, as well..address Author: Olaf Gschweng

StartUp-Menu 1.39 Customizable startup utility A menu which allows you to choose between various options at startup. Features: ARexx support; screen database support; unlimited number of buttons/choices; can show a file in the menu background; public screen support; any font on the menu; can scroll phrases along the bottom of the menu; the menu can have any palette; menu can pop up only if certain qualifiers are pressed (eg. Mouse buttons); can show free RAM and time and can also alter system settings (disable drive clicking, enable * as a wildcard and public screen flags). Author: Lee Kindness

Fred Fish Disk 1050

AIFF_dt 1.11 DataType for AIFF/AIFC sound files A DataTypes class which permits reading and playing of AIFF and AIFC format sound files which are very common on Apple Macintosh machines. Author: Olaf 'Olsen' Barthel

Binary_dt 39.6 Datatype for viewing binary files in hex This is a binary data type for using in MultiView or similar programs! The datatype loads any binary file and displays it in a hex format! Author: Stefan Ruppert

CatchDisk 1.20 Commodity for auto-formatting disks.

A simple commodity for "auto-formatting" bad/unformatted disks. Each time a disk is inserted into a drive, it checks to see if it is properly formatted. If not, CatchDisk executes the Format program and asks the user if he wishes to format the disk. Author: Alessandro Sala

DefDTIcon 1.4 Changes selected icon images to defaults This very useful utility installs itself to the Workbench Tools menu. Any file selected via it will have its icon images changed to the default for its datatype. Includes many standard icons. Author: Lee Kindness

HotScreen 1.0 Select desired screen via a popup list If you have many screens open and have to shuffle between them, it can take some time to reach the right one. But don't miss it! HotScreen gives you a list of all screens by shortcut. You select the wanted screen and that's all. Author: Carsten Orbandt

MacSND.dt 1.7 DataType for Mac "snd" resource data A DataTypes class which permits reading and playing of Apple Macintosh "snd" resource sound data, such as system beeps. Author: Olaf Olsen Barthel

Man_dt 39.4 DataType for Unix man pages This is a unix manual page data type for using in MultiView or similar programs! The datatype loads any manual page file and displays it! Author: Stefan Ruppert

ZGIFDataType 39.7 Fast datatype for displaying GIF files. A much faster replacement gif.datatype, coded using the same lightning assembler as seen in ZGif04 (only _faster_). Main points: Very fast, pictures usually load at the same speed as equivalent depth ILBM's! (use it with viewtek105 for faster gif loading :); Supports almost all gifs (all self-contained gifs); async file reading dramatically boosts floppy performance; It's free! Requires and 020+ and OS3.0+. Author: Michael Zucchi

Fred Fish Disk 1051

CX 1.3 replacement of the "Exchange" program CX is a replacement of the original "Exchange" program from the Workbench. I wrote it, because I need a program with the ability of removing all commodities in the system. And I always wanted to write a commodity. One of my goals was to be compatible in the using to the original program, but also offer new methods of executing actions. You can select all buttons and gadgets by pressing a key on your keyboard, use the cursor keys to move around in the list of commodities and other things. I hope, that this version is mostly bug free. Author: Fin Schuppenhauer

DzDir 2.0 Directory utility that uses MUI DzDir is a directory utility that uses MUI for maximum future benefit. Command line size dynamically allocated from 0-1024 bytes, Unlimited Applcon & Hotkey support, Up to 100 configurable buttons, Multifunction Date/Time display, Multiposition Ram gauges, May open with out the Directory windows (ie. Dock only), System friendly capture of output (no console windows), Ability to View a text file from within a Lha archive, Many objects respond to appevents, Instant file type recognition, Ability to add new filetypes as they evolve, Default icons may be set up so DzDir will add the correct icon for file types, Hotkeys may be setup for buttons, Applcons, or just as hotkeys, Arexx Support, On-line Help, File information strings for size/selected information, Icon edit window like Workbench's "Icons/Information..." window, Ability to put an Lff or an Icons image or text in your buttons, Left and Right buttons may be configured to do different things to a filetype, 30 internal functions, Ability to move buttons horizontally and vertically, Add a new button to the left/right, copy the button to the left/right or delete any button, Auto-tile of buttons. Author: Ben Martin

PS 1.36 Lists info about tasks and processes Lists information about all tasks and processes currently in the system. Author: Trevor Andrews

Fred Fish Disk 1052

CFX 5.560 Check type of file a la "dir/list" cmd The Amiga caters for many varied programs, and these programs use their own data types. CFX (Crunched File Examiner) contains a huge database of known filetypes and can deduce a file's "type" very quickly, in a fashion like the AmigDOS "list" or "dir" commands. Contains

options to check for types like "executable", "not executable", "crunched", "graphics", "sounds" etc. Author: Bob Rye

Marcus Mroczkowski

Move 37.11 Unix type Move command This is not just another Move command it features more: Recursive directory movements (including creation of destination dir), pattern support, and command line flags like those known from e.g. C:Rename...and many, many more Author: Kai Iske

PolyEd 1.242 User-friendly, powerful text editor PolyEd is one of the most user friendly text editors for the Amiga. It is kept small and easy, but has all the features. PolyEd has all features, needed to edit texts, but no other features, like clocks, memory displays, calculators ... As the Amiga has a great multitasking operating system, it is, in my opinion unnecessary to put all those things into one single program, but better to set up one's desired environment by some different programs (which can be further improved by arexx). In other words, if you need a calculator, parallel to PolyEd, why not run the one from the "utilities" drawer or one from the public domain pool. Via the arexx-port, centering, formatting and functions you can think of, can be added to PolyEd too. Author: Robert Brandner

Fred Fish Disk 1053

Dolcon 1.2 Icon information and manipulation tool Dolcon is yet another icon tool, but it's designed for quick shell-usage and can perfectly used together with DirOpus or any similar tool. Features: Displaying and manipulation of icon related values (eg. Tooltypes), Search & replace of a specified defaulttool (with pattern-support), Search & replace of specified tooltypes (with pattern-support), Search & delete of a specified tooltype (with pattern-support), Converting icons to 8 bit-planes (For icons which are not displayed correctly on >8 color WBs), Remapping icon colors (1.x style <-> 2.x/3.x style), Remapping icon colors (MagicWB 8 color -> standard 4 color), Recursively delete all ".info"-files (the old 1.x drawer-infos), Converting icon-ImageData to C-Sourcecode, Full pattern and locale support, and more. Author: Lars 'SFX' Eilebrecht

Man 1.11a Unix type Man command This is a simple MAN command, known from UNIX systems. The advantage is, that it recognizes .guide files to be AmigaGuide documents. MAN then uses a different viewer in order to display the AmigaGuide document. Furthermore MAN recognizes TeX-DVI files as well, using a different viewer to display them. You may configure MAN using environment variables. Author: Kai Iske

Remind 1.41 Reminds you of important dates. Calendar programs are plentiful for the Amiga, you can always find another program sitting on a board which tells you what you are doing today. However I feel none of the programs I have tried actually are useful and easy to read. The good thing about remind is that it contains all the information in one window, including what you need to do today, what you need to do within several days, and what you have to do for the rest of the year. The user interface has been remarked on by several people for its clarity. Its compact, completely configurable (well nearly), and its free. Completely and utterly free, all I ask is that you send me some e-mail to say that you are using the program. Author: Richard Ambridge

Reminder 5.9 A nice reminder utility Reminder keeps an eye on a list of messages and commands, which the user (you) wants to be shown and/or executed at a specific time or time intervals. Any or all of the timeparameters can be wildcards. Once every minute the list is checked, and if a match between the systemclock and a time specification is found a window will pop up, and the message(s) will be shown and/or the command(s) will be executed. Because Reminder is supposed to run as a backgroundprocess, it is designed to be memory efficient and use as little CPU time as possible. Should you however be the owner of an unexpanded A500, or for any other reason NOT want the program to run continuous, it is possible to make it show all messages for today

at once, and then die (when using this option no commands will be executed). Author: Ebbe Holleris Petersen

Yak 1.60 A multipurpose commodity Yet Another Kommodity. Features a sunmouse that only activates when the mouse stops, KeyActivate windows, click windows to front or back, cycle screens with mouse, mouse and screen blanking, close/zip/shrink/enlarge windows with programmable hotkeys and a lot of other configurable hotkeys. Fully localized English language builtin and provided catalogs for Dutch, French, German, Italian and Swedish. Documentation in English, French, German and Italian. Includes installer scripts and C source. Author: Gaël Marziou and Martin W. Scott

Fred Fish Disk 1054

EdWordPro 5.0 Fully featured text editor. A fully featured and fully operational text editor which offers all the standard features of any decent editor as well as the ability to hold up to 15 documents in memory, a Macro facility, Keyword Text Casing (i.e. editor will automatically force keywords into upper/lower case etc); The ability to send AmigaDOS commands; 12 possible screen resolutions; A full ASCII table; Powerful search routines; Vertical Blocks; A built in calculator; A Word Count; The ability to sort a piece of text alphabetically .. and much more. EdWord can be used to edit binary files as well as plain vanilla texts and as such becomes a competent filebased editor (like NewZap). Author: Martin Reddy

FSort 1.1 Very fast file sorting utility File sorting... Hmm... C:Sort does this... But it's very sssllllllloooooowwww. ARP Sort sorts slightly faster. Features: FSort tries to be much more better. FSort supports input from stdin and output to stdout (PIPES !!!). FSort eats less RAM (but slightly more than ARP Sort). FSort requires Kickstart 2.04 or higher. FSort is pure and can be made resident. FSort takes advantage of the powerful ss.library (also in this archive, see SSLib-???)..lha on the AmiNet for complete distribution). Speed comparison: (280K file, on GVP A530 Turbo - 68EC030 40MHz) original C:Sort 37.3, 36 seconds, 380K used; ARP Sort 27 seconds, 317K used; FSort, 4.9 seconds, 334K used. All the timings are measured by Stat 1.0 (available in MUJits.lha on AmiNet). Author: Martin Mares

MidMoose 1.03 Maps a key to the middle mouse button. Maps a specified key press (defaults to f10) to the middle mouse button. So users without a 3 button mouse can use features normally not available to them. Works with DirWork (got no other programs to test it on) Author: Lee Kindness

Recall 2.3 Utility to help you remember events A program to keep track of birthdays, anniversaries and other important events. It is an easy-to-use, intuition-based utility for the absent-minded! FEATURES - keeps track of the remaining days to important events - keeps track of the days since important events happened - automatically start programs depending on the date and time - be reminded every # day (e.g. every 14th day) - be reminded # days before or after the event - be reminded once a day, every time you boot, before or after a certain date, before or after a certain hour or minute - be reminded about events until you acknowledge them - be reminded with requesters, alerts or practically anything that can be displayed on an Amiga-monitor - display unlimited lines of text in the same requester/alert (only limited by the screen's resolution and memory) - group different events in the same requester or alert - keep a simple database of the birthdays of family and friends - let your Amiga keep track of how old people are by inserting the date of birth in the middle of the string where you want to display the age (i.e. the text "Adam is (080570) years old today" will be displayed as "Adam is 23 years old today") - make advanced events which are displayed for example after 21:00 every 3rd day the first 7 days of every 2nd month the next 4 years - combine all of the attributes mentioned above in the same event - enter these events in an easy-to-use environment and without the need of programming-knowledge, just by entering the

desired text and pressing a few buttons NEW FEATURES - Suomi catalogs included. - Various bug fixes. (Among them, some bugs which caused gurus on some machines). Author: Ketil Hunn

Fred Fish Disk 1055

MultiUser 1.8 Create Unix like multiuser environment Allows you to create a Unix-like environment where several users live together in harmony, unable to delete each others files, unable to read those private love-letters of other users... And this even if several users are working on the machine at the same time (on a terminal hooked up to the serial port) Author: Geert Uytterhoeven

Fred Fish Disk 1056

APIPE 37.7 Alternative pipe handler (incl. source) The 'APIPE-Handler' allows you to add the 'APIPE:' DOS device to your system. This device acts as a pipe between two programs, but in a different manner than the standard 'PIPE:' device does. This handler interprets the text after the 'APIPE:' prefix as a command line to execute, and the process/command which opens the file indicated by the mention of 'APIPE:' can now read the standard output or write the standard input of the program indicated by the command line depending on whether the 'APIPE:' file was opened for reading or writing, respectively. Thus, the opening an 'APIPE:' file is analogous to the UNIX 'open()' call, but it is more widely available to the user. Complete source is included and can be used as an example of a handler. Author: Per Bojsen

RunLame 1.34

A smart degrader, more lame programs work, fixes the following lame coding: not considering caches; not considering the location of the vbr; assuming screenmode is an old chipset mode; assuming sprite resolution is lores; turning off sprite DMA in the wrong way. Comes with a GUI and lots of user-friendly features. Also includes RunLameInfiltrator, which enables you to permanently fix lame programs. Has passed an extremely careful beta-testing. Author: Bilbo the first

ZShell 2.2

Small, fast shell with CFN and review. ZShell is a small (26K), fast and powerful SHELL with many (64) builtin commands. So it replaces most of the commands in the C: directory what effects in saving disk space and reducing disk accesses. There is no way around ZShell for those who do not have a harddisk or still have Kickstart 1.2/1.3. But it is useful for those with a better Kickstart and/or harddisk, too, because for example it has powerful editing & history, filenamecompletion, review buffer and a lovely LIST, DIR and INFO command (very sensible ones!). I tried to make usage similar to the AmigaDOS Shell for easy using. Some of the features: * Freeware, no payment required. * Usage is similar (or better) to the standard AmigaDOS shell. * Supports the standard housekeeping commands which are builtin, so no disk access is necessary. eg. list, dir, cd, rename, mkdir, delete, copy, path, info, type * A total of 64 builtin commands. * About 26K small (pure assembler code, source included). * Starting from Workbench or CLI/Shell possible. * Filenamecompletion by simply pressing TAB. * Review-buffer to see what scrolled out of the window. * Command line editing better than KS2.0. * Command and Function key aliasing. * DIR and LIST both sort (by default) and show filesize. * Simple 'MORE' type text viewer. * Some commands and features for debugging system/programs. * Online HELP function and AmigaGuide documentation with examples. * Has a kind of Memory-Clock with alarm. * Colourful output, can be reduced to one colour. Author: Paul Hayter, Martin Gierich

Fred Fish Disk 1057

ButtonMenu 1.23 Easy creation of customizable menus ButtonMenu allows you to create menus in the form of a window full of GadTools buttons. Two programs are provided: one to allow you to create the menu and one which runs the menu. It is then possible to run your menu from a startup-sequence, for example. The GUI for the creator was designed to use Topaz 8, but it will adapt to the current screen font if it is not too big. An added bonus is the

ability to load ButtonMenu from within ButtonMenu from within ButtonMenu and so on... This means you can nest menus to create complicated menu systems. Author: Oliver Roberts

DOSPrefs 2.2

Small commodity with three functions. DOSPrefs is a small commodity with three functions: 1. Control the "Wildstar"-flag of the Amiga OS 2.0+ dos.library. 2. Control the "Noclick"-flags of the Amiga OS 2.0+ trackdisk.device. 3. Provide an all new "Unixdirs"-feature. Author: Norbert Püschel

IconTrace 2.02

An icon.library monitor, version 2.02 Use this program to find out which tooltypes a program supports and which icons it looks for. Author: Peter Stuer

Picticon 0.96

Scales pictures into icons. os3.x only Allows pictures to be dropped onto an appicon. Will then load the pictures using datatypes.library and scale them into icons. Many options to customize how the scaled picture icons will look. Allows frames/ backgrounds and size text (built in fonts, tho) Features: o Files may be passed by dropping them onto an appicon, selecting an appicon item, shift-selection, or via a CLI interface. o Dithering (one type, error-diffusion) o Remaps to current Workbench palette o Both fractional and integer scaling o User defined icon size o Allows templates for both tooltypes and/or background underlay o User defined appicon image o Ability to place picture dimension text onto icon o Preserves aspect of pictures with aspect information o User defined screen aspect. (for non-lace or s-hires users) o HAM-6/ HAM-8 support o Datatype loader/scaler module is available for registered E 3.0 users. (no source) o NewIcons support (optional) o WhatsIs support (optional) o Multiple filenames and/or wildcards from the CLI interface Author: Chad Randall

PMontre 1.2

Digital Clock/Date/Free Mem/Alarm PMontre V1.2 is a FreeWare digital clock for the WB. Some features: Digital Clock, Date (possible disable), Calendar (for French language only), English/French/German languages, Free memory Chip/Fast/Total in only one bargraph (possible disable), PubScreen option, - WB tooltypes and Shell options supported, Alarm with requester, and Borderless option Author: Pascal Pensa

Publican 1.6

Public screen support utility Publican is a public screen support utility. It allows you to set the default public screen, set global public screen behaviour flags and obtain the name of the frontmost public screen (and write it to StdOut or a local/global variable). Author: Lee Kindness

QDisk 2.11

WorkBench utility to monitor space usage A WorkBench utility that will monitor the space usage of any mounted AMIGA DOS volume, like your hard drive or your floppy drive. QDisk will also notify you if a volume becomes too full. Comes with a preference editor to customize QDisk to your needs. Author: Norman Baccari

ToolType 3.2

Edit ToolTypes easily. A program to make it easier to edit tooltypes in icons. ToolType will read the tooltypes from an icon file and let you use your favorite text editor to change or add to the tooltypes. ToolType can be run from shell, Workbench, or set up as an appicon. Includes an option to sort the tooltypes alphabetically. Author: Michael J Barsom

UnLock 37.0

UnLock Lock()-ed objects on HD This is just a little program to fix problems occurring with programs, leaving locks on objects somewhere on your HD. Have you ever had the problem, that when you tested a program just downloaded from a BBS, it seemed that the program kept a Lock() on some object on your HD? If so, you know that you can not delete the object (dir, file whatever), without removing the lock first or rebooting. I have encountered this problem lots of times, but didn't always want to launch a System Monitor, to remove the outstanding locks, just to delete something. Author: Kai Iske

Fred Fish Disk 1058

DeliTracker 2.07 Flexible soundplayer for many formats A highly flexible soundplayer which supports many sound formats. The replay routines for the common formats ProTracker, NoiseTracker, SoundTracker 15 and 31 inst.

and StarTrekker without AM sounds, are built within DeliTracker. Additional players can be loaded from disk. DeliTracker is NOT a Sampler, Digitizer, MIDI sequencer nor a song editor. It is only meant to play music modules in a very comfortable way. Here are some reasons for using DeliTracker: System friendly and multitasks happily; Highly expandable due to modular concept; Allocates the sound channels; Supports xpkmaster.library for decrunching; Correct play speed in PAL/NTSC (uses timerdevice); Works well with serial.device; Modulelists; ARexx; PubScreen support; Hotkey (Commodity); Appwindow, modules can be played by simply dropping the module icon (or even a hole directory) into the mainwindow; Written in 100% Assembler. Binary only. Author: Peter Kunath, Frank Riffel

Inf 1.35

Extended AmigaDOS INFO command Display's extended information about the file system(s). Author: Trevor Andrews

TYPmod ??

Octamed module A great octamed module, with a heavy quota of the sax. Author: Tom Pettigrew

Fred Fish Disk 1059

AssignWedge 1.4 An AssignX type clone On the Amiga, many programs require a particular logical device name or assignment to point to a drawer or volume to find their data. If you forget to place such an assignment in your User-Startup file or take care of it by hand you will sooner or later see the familiar "Please insert volume ... in any drive" requester popping up. AssignWedge 'wedges' into the operating system routine responsible for bringing up this requester, giving you the choice to take one of the following actions using the mouse: Retry-If you have taken care of the assignment or device yourself, this will cause the action that brought up the requester to be repeated. Assign-This will create an assignment under the name displayed in the requester. You just have to pick the drawer to tie it to. Mount-Assuming that the device displayed in the requester can be mounted, this will execute the AmigaDOS 'Mount' command and then repeat the action that brought up the requester. Deny-This effectively denies the program that brought up this requester to refer to the device in question. Whenever it refers to it, no requester will appear asking you to insert the volume in question. Instead, the program to ask for the volume will see any attempt to access the volume failing. Cancel-Denies the program request to access the volume. It's as simple as that. Author: Olaf Barthel

MathPlot 2.14

A function plotter with lin/log support A function plotter with lin/log plot, a complete KS 2.0 interface, and ARexx support. Needs Kickstart/WorkBench 2.0 and mtool.library (included). Author: Rüdiger Dreier

Taulcons 1.7

MagicWB style icons for Workbench 8 color Workbench icons using the MagicWB palette and templates. Includes well over hundred icons and dockicons. Documentation has detailed installation instructions. Author: Osma Ahvenlampi

Fred Fish Disk 1060

AmiTCP-Demo 4.0 TCP/IP protocol stack AmiTCP/IP is the most widely used TCP/IP protocol stack for the Amiga. AmiTCP/IP utilizes the standard Sana-II network device drivers and provides an application level socket interface to the Internet protocol suite as an Amiga shared library. AmiTCP/IP is proprietary, copyrighted product of the NSDI - Network Solutions Development Inc, Finland. See the file 'LICENCE' included in the archive for the licence conditions. This is the demonstration version of the AmiTCP/IP 4.0. * About the Commercial AmiTCP/IP Version: The commercial version of AmiTCP/IP 4.0 includes: Enhanced version of AmiTCP: Frenclier logging system with global filter etc. Cache for name server replies. Sana-II 2.0 support. Full BOOTP support. Access control for server programs. Optimized version for '20 and up. Automatic BOOTP configuration utility. Printed & online User Manual. Technical support via email, fax and normal mail. All the new features in the future will be added to the commercial version only. Author: AmiTCP/IP Group

The Commodore Auction

Even at the final hour, it is not a clean deal.

The Auction

April 21, 1995: The Commodore auction was held in New York City on April 20, 1995 at the law offices of Fullbright & Jaworski. There were approximately sixty attendees who represented different investor groups and other concerns (including former Commodore stock holders) as well as Dan Stets from the Philadelphia Inquirer.

After a very lengthy process, the trustees asked who had the ability to bid and who had a million dollars. A book bid was submitted by ESCOM and by DELL Computer Company. The DELL bid requested additional time to review some of the patents. DELL requested the additional time stating that they had only been informed of the auction two weeks before and there were some objections being raised concerning the patents by IBM.

An additional, unnamed computer dealer from California was also on hand to bid, but they were disqualified. It was determined that, although they had the initial down payment, they could not demonstrate that they had the ability to pay the full bidding price.

The trustees denied the DELL Computer the extension and then granted the bid to ESCOM of Germany, since they were the only other active bidder remaining. ESCOM's bid was lower than the DELL bid by an undisclosed amount. ESCOM's bid was reported at \$6.5 million. At least \$1.5 million had already been paid for the rights to the Commodore name in Germany. The remaining 5 million was for the balance of the assets.

Creative Equipment International, according to sources, had combined their efforts with the DELL Computer bid. Although the Commodore UK Management team was on hand for the auction, they neglected to submit their \$1 million fee. They were excused from the bidding process.

A Contest

DELL Computer was not satisfied with the rulings by the trustees and will attempt to block the final sale in court today. The U.S. Bankruptcy court in New York will rule on the ESCOM bid and any objections to the bid.

One source claimed that DELL's request was genuine and that their concerns were worth consideration. DELL appears to be considerably interested in the Amiga technology and the rest of the Commodore trademarks and has promised to vigorously oppose this action. The fact that DELL Computer's bid was for an undisclosed amount higher than the ESCOM bid has not been lost on the creditors.

Commodore went into liquidation owing approximately \$100 million to various concerns. The results of this auction will probably yield the only money these creditors are owed. With only \$6.6 million dollars collected, this yields only 6 1/2 cents to the dollar. That figure is based on a 100% realization of the sale. If the sale price is attached for fees for the liquidation, the creditors could receive considerably less.

ESCOM's Plans

Until now, ESCOM has been reluctant to discuss their plans for the Amiga. Up to this point, their only expressed interest has been in the Commodore brand name for their PC clones manufactured in Germany. ESCOM's President, Manfred Schmitt, has declined our efforts to interview him. However, in an article by Dan Stets in the Philadelphia Inquirer for today, Mr. Stets states, "ESCOM's president Manfred Schmitt said his company would resume manufacturing Amiga and other popular Commodore products and start making Apple and IBM-compatible computers with the Commodore name for the European market."

The article went on to say, "Schmitt said he would attempt to manufacture all of

the traditional Commodore products, even the advanced Amiga 4000, in China. He said he planned to approach Motorola Co. about microprocessors for a new Commodore PowerPC, which would be similar to the PowerMac manufactured by Apple Computer Co. This new PowerPC would likely be built in Europe."

Even after the case is heard in the U.S. Bankruptcy Court in New York, it will be sent to the Supreme Court of the Bahamas. This is where the initial liquidation proceedings began.

Conclusions

As we send this final page to press, there is still no definitive word as to who will produce Amigas. Either bidder could gain control of the company based on what happens in the courts.

ESCOM of Germany offers a solid hope for European Amiga owners, since their base of operations and expansion has been in that area. In addition, ESCOM has established a retail segment that could service both German and United Kingdom Amiga users (please see the article *The Commodore Game* in the March/April issue of *Amazing Computing*). There has been no word as to what ESCOM would do for the North American market.

DELL Computer is moderately three times the size of ESCOM and the Amiga technology would provide a very attractive addition to their current PC clone line. DELL's aggressive advertising and price campaigns in the U.S. have allowed them to prosper almost every year of their existence.

The only satisfaction that Amiga users should gain in the short term is that the technology is selling and that there will be an owner. The matter is in the courts and it may well be decided before this issue is mailed. The one thing Amiga users need now is the one thing they have had to find for some time—patience.

•AC•

Looking for More Power From Your A500 or A2000?

The CSA Derringer Accelerator is the Answer

- Holds up to 33 megabyte of 32 Bit Ram.
- 68030-25mhz cpu with MMU (not EC)
- 68882 clocked at 33 mhz
- 1 meg of 32 bit RAM (remaps Kickstart)

Only \$399⁰⁰

With: 4 meg of 32 bit RAM - \$499.00
8 meg of 32 bit RAM - \$699.00
16 meg of 32 bit RAM - \$989.00
68882-50 FPU add \$95.00

* Call for more information

Order Now and Receive a FREE 68882 Coprocessor

Give your Amiga 500 or 2000 the power of an A3000 for under \$500

New Derringer Platinum 50mhz
Only \$689⁰⁰ NOW \$589⁰⁰

- Includes:
- 50mhz CPU (with MMU)
 - 4 meg of 32 bit 60ns RAM
 - Optional 50mhz FPU \$95.00

Same features as the CSA Derringer but faster!

Platinum Derringer
50/50/16 mb = \$999.95

50mhz for the price others charge for 40mhz!

GVP- A1230 TURBO +



50mhz Accelerator with MMU
\$499⁰⁰ with 4mb 32 BIT RAM.....FREE
For 50mhz FPU.....Add \$40.00

Call our Accelerator Hotline Today! - 1-800-CSA-XLR8

LASER PRINTER MEMORY

HP II, IID, IIP, IIID, IIIP and all other Plus Series

Board with 2 MB\$99.00
Board with 4 MB\$175.00
HP 4 (4 Meg)\$169.00
HP 4 (8 Meg)\$299.00

Similar savings on Panasonic, Star, OKI, TI, Nec, Epson and others. Call for Pricing.

Panasonic/Citizen 32K Buffer\$14.95
Panasonic 5400/4400 memory in stock

A500 2Mb upgrade\$135.00
2.05 RomCall
2.04 Romonly \$29.95
CIA 8520 \$10.95 or two for\$20.00
MC68000/68010\$15.00
CIA PLCCCall

A1200 42Mhz Turbo Board

with Free Co Processor and MMU by MTEC GERMANY

\$199.00

Real Time clock. Fast Synchronous Operation.
Optional Fast SCSI II
1,2,4, or 8 meg Fast Ram for Remapping Kickstart

A 1200 ACCELERATORS

Microbotics- MBX 68030 1230 XA
50 mhz Accelerator with MMU

\$279⁰⁰ with FREE 50Mhz FPU

\$248⁰⁰ 33/33 with MMU

\$189⁰⁰ with 28 Mhz CPU and FREE 28 Mhz FPU with MMU

Any board 4 mb add \$149.00

DRAM BLOWOUT

We'll Beat any Advertised Price! Nobody's Cheaper

SIMMS

IVS 1 MEG Simms... Call
1x8-80\$39.95
1x8-70\$42.00
4x8-80\$130.00
4x8-70\$135.00
4x8-60\$140.00
8mb/16mb/32mb Simms... Call
A4000 80 NS 4MB Simms\$149.00
A4000 70 NS 4MB Simms\$159.00
A4000 60 NS 4MB Simms\$169.00
Warp Engine Simms... Call

GVP SIM32

4 MBCALL
1 MB\$69.95
Nibble Mode Simms...CALL

Mega Midget Racer, 512K Upgrade.....\$99.00
DKB 2632 with 4 mb. \$339.00
DKB Megachip
2000\$189.00
DKB 3128A-3000/A 4000
Memory BoardCALL

ZIPS

A3000 Static Column Zips
1x4-80 SCZ\$22.95
1x4-70 SCZCALL
256x4 - 80 SCZ.....\$6.00

Includes Instructions

MEMORY FOR ALL COMPUTERS - CALL!
Due to trade tariffs all prices are subject to change without notice.

PAGE ZIPS

1x4-80 Call
1x4-70CALL
256x4-80\$5.00
256x4-70\$5.95

DIPS

1x1 - 100\$4.99
1x1 - 80\$5.99
1x1 - 70\$6.50
256x4-70/60/50.... Call
1x4-80 Call
256x1-120\$1.00
256x1-100/80/70/60 . Call
Magnum44-68040
Accelerator for A2000 Call

CSA- 12 Gauge A1200 68030

50mhz Accelerator MMU
with SCSI & optional Networking Controller

\$499⁰⁰ with 4mb-60-70NSadd \$169⁰⁰
with 68882RC50.....add \$95⁰⁰
Call for other configurations

A500

M-Tec 68020

Just Plug and Play!

Doubles the speed of your A500 for only \$99.00
•Upgrades your machine to 32 bit and allows you to add 1 or 4 meg of autoconfig memory.

Also includes FREE Math Co-processor.
Add \$45 for 1 meg or \$149 for 4 meg

MATH CHIPS AND CPUs

68030-RC-50 with MMU\$99.00
68882-RC-50\$99.00(Call for other speeds)
387-25 SX (Bridge Board) Math Co\$69.95
Crystal Oscillators (Call for Speed)\$10.00 ea.
68882 PLCC 40 mhz\$135.00
287 Mathco for BridgeboardCall
68881 - All speeds\$15.00 and up Call
68882 - All speeds\$25.00 and up Call
Call for other speeds
Crystal Oscillators for WARP Engine\$10.00



Memory World

3392 Progress Dr. • Units B&C

Bensalem, PA 19020-5899 • Attn: AmigaDept.

NEW ADDRESS

PHONE ORDERS: 215-244-7930

FAX ORDERS: 215-244-7932

Prices Subject to Change without notice

VISA/MC/CHECK • Add \$5.00 for Shipping & Handling • Add \$18.00 for Overnight delivery • Add \$10.00 for two-day delivery

• Add \$5.00 for C.O.D. • PA Residents add 6% • (APO, AK, HI, Foreign shipping - call for rates) • 10% Restocking fee for return of non-defective items • No refund for Shipping Charges



ProVector® 3

Face it, with its reputation for performance and reliability, there never really was any choice, but *ProVector 2* for structured drawing on the Amiga®. Now the choice is even clearer! *ProVector 3* features new object effects such as blending, warping and perspective; enhanced text support; LightWave™ support, and an improved interface. It takes full advantage of the AGA™ chip set, and OS 2.1 plus. Together with original features the competition still can't match such as Multiple Undos, Layers, and Reliability; plus support products such as PSImport™ (for importing and editing PostScript®) and StylusTracer™ (for auto-tracing), *ProVector 3* is "The Illustration Solution."

From design to color separations, this ad was produced entirely with ProVector 3. Copyright © 1995 by Stylus, Inc.

Stylus, Inc.
P.O. Box 1671
Fort Collins, CO, USA 80522
(303)484-7321

ProVector is a registered trademark of Stylus, Inc. PSImport, and StylusTracer are trademarks of Stylus, Inc. Amiga is a registered trademark of Commodore-Amiga, Inc. AGA is a trademark of Commodore-Amiga, Inc. PostScript is a registered trademark of Adobe Systems, Inc. LightWave is a trademark of NewTek, Inc.